

FIG.2

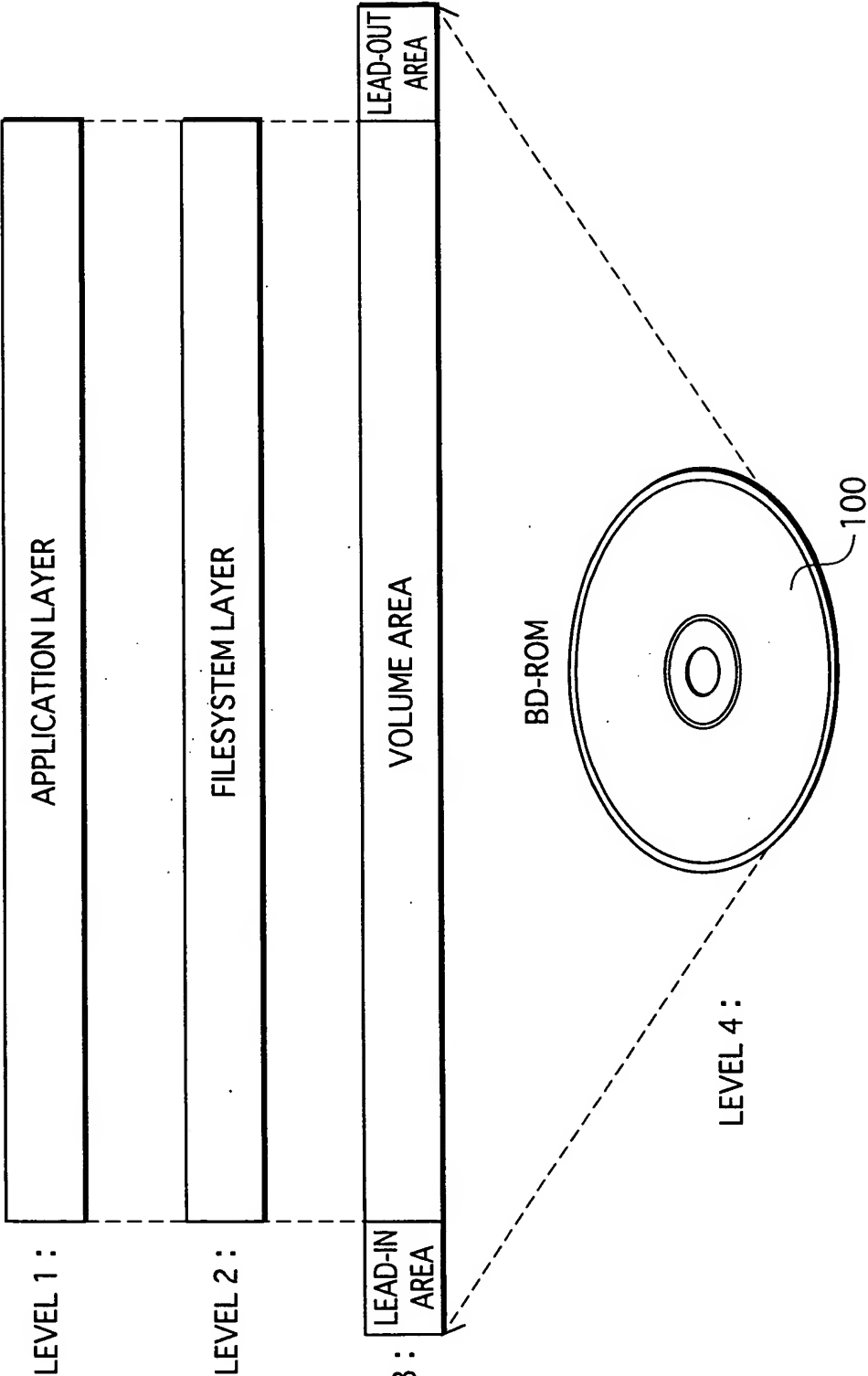
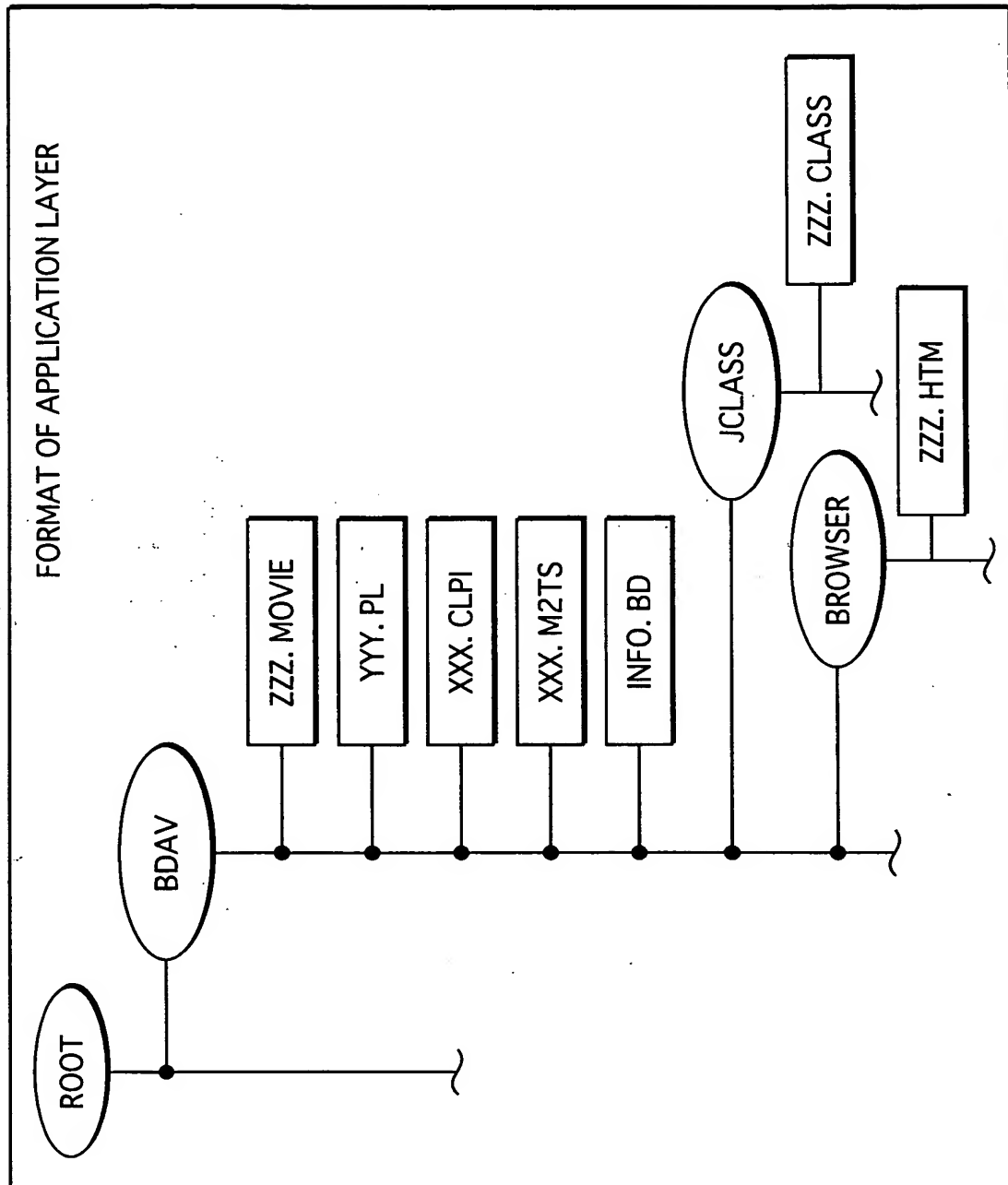
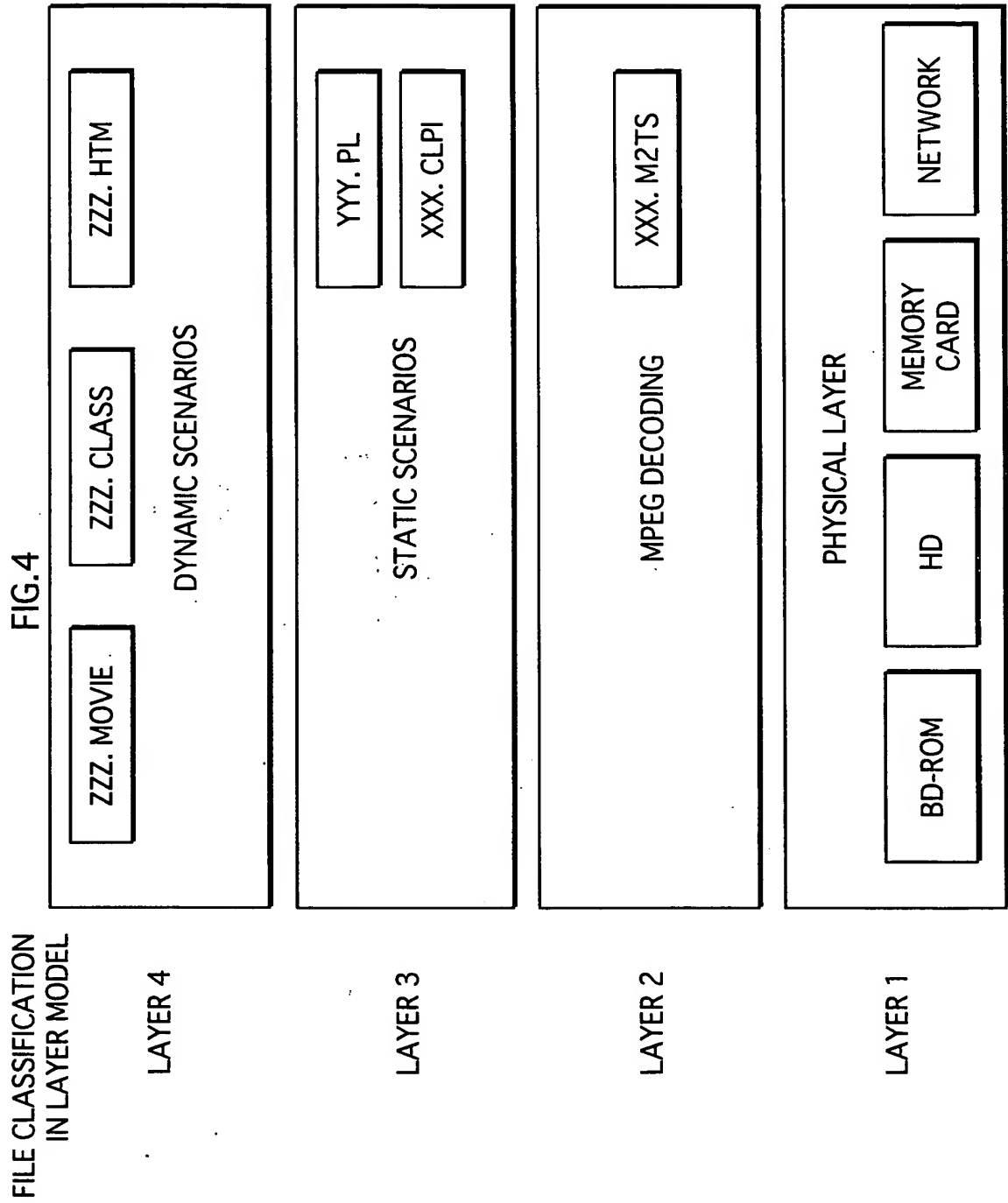
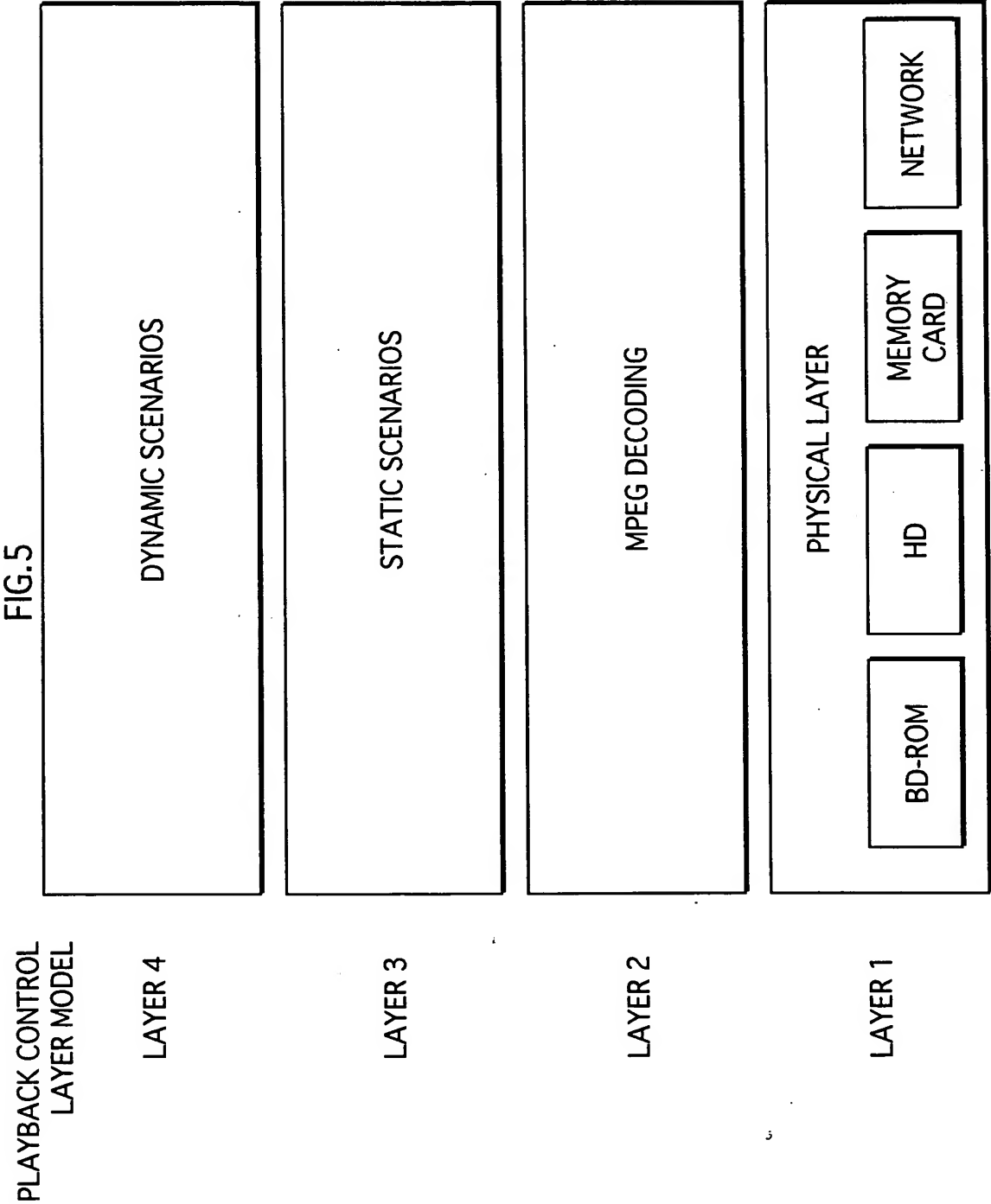
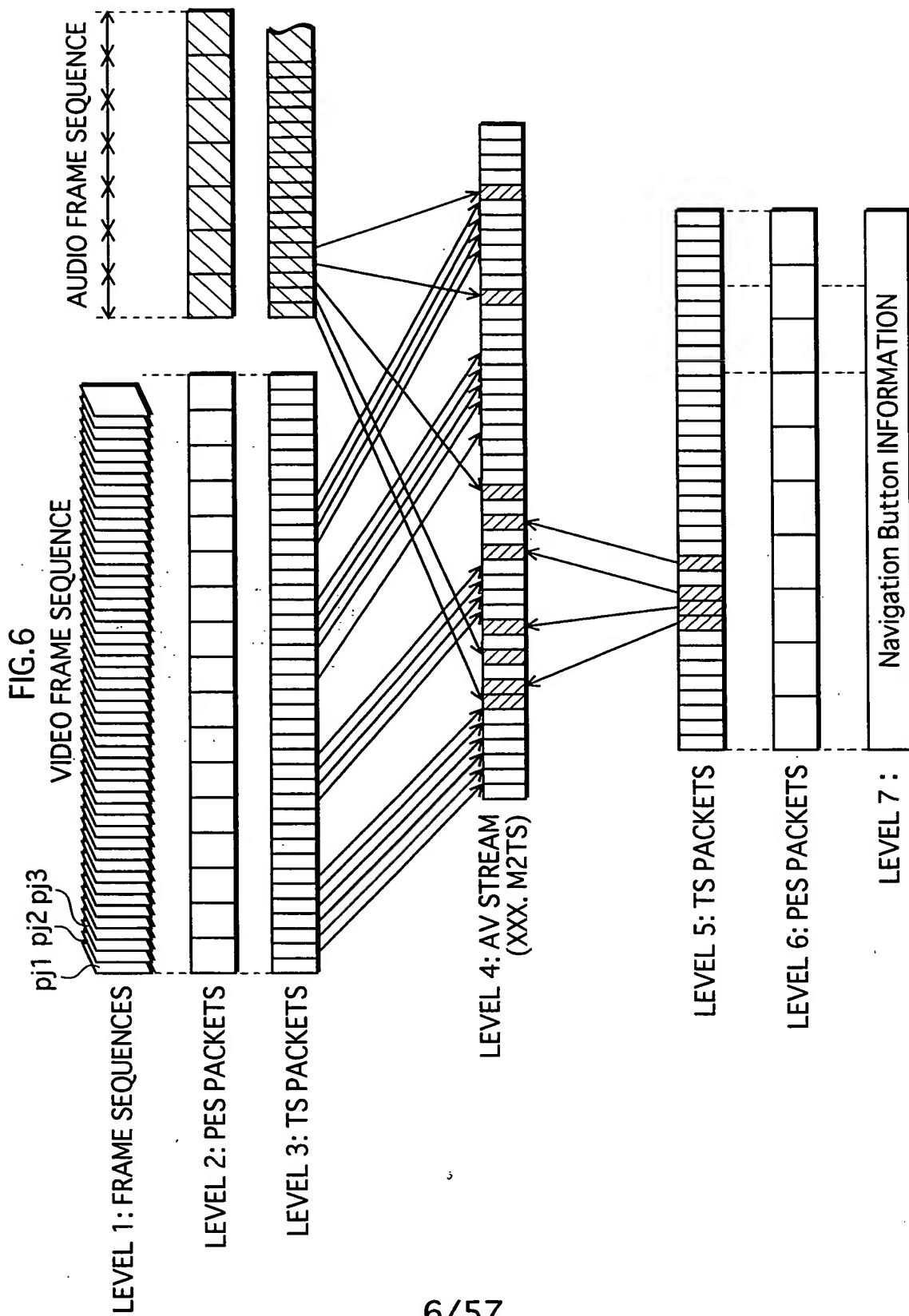


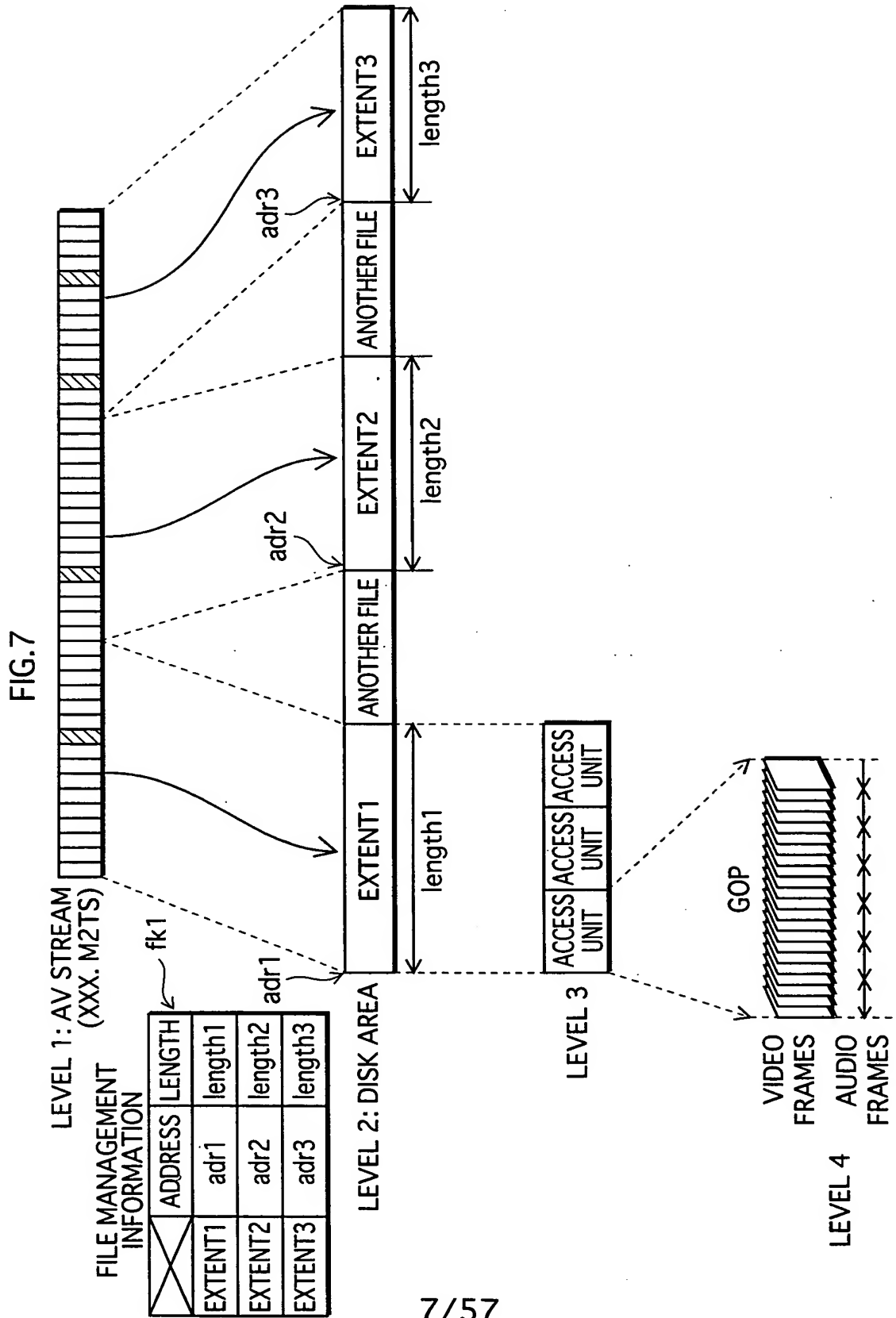
FIG. 3











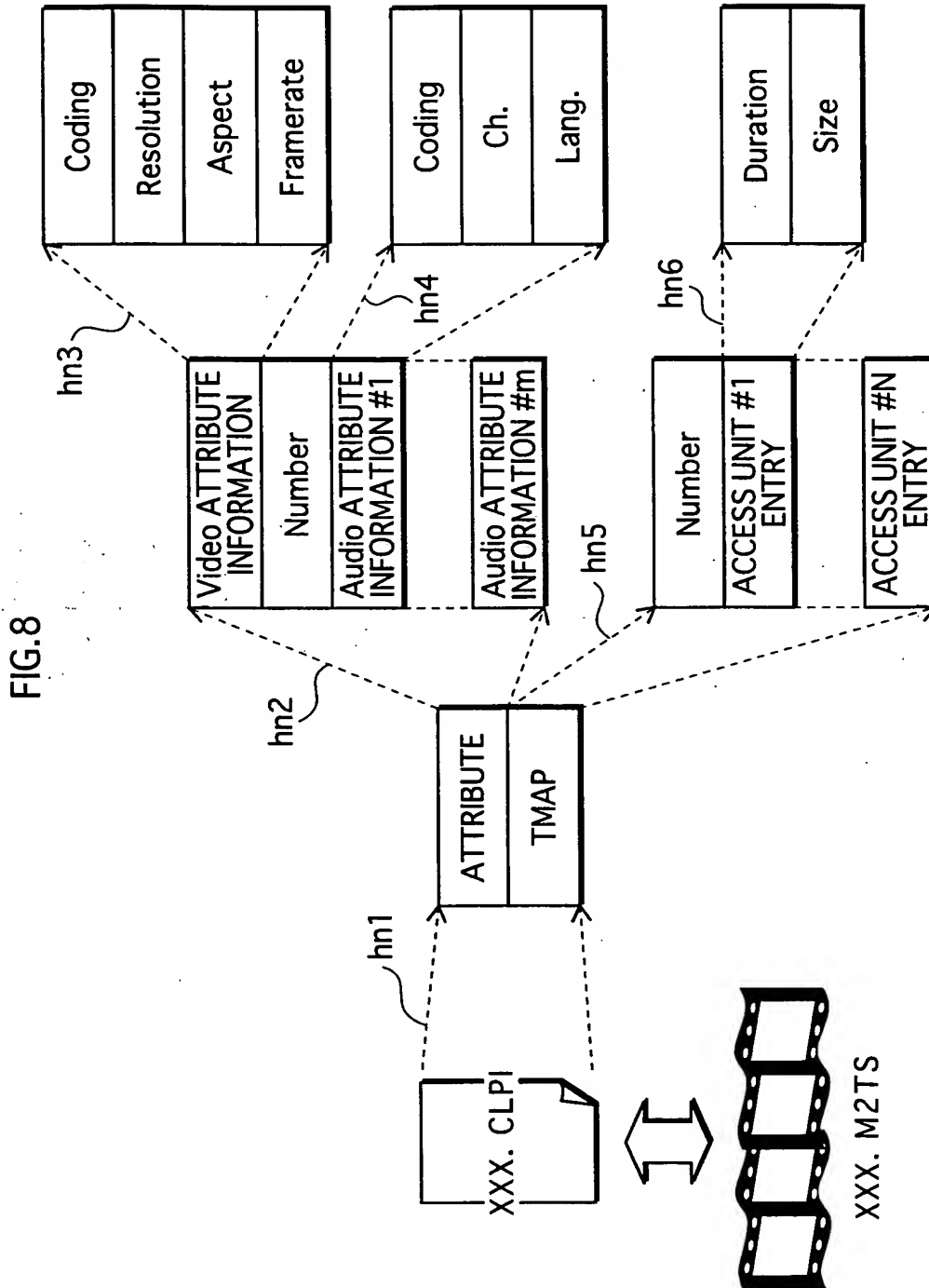


FIG.9

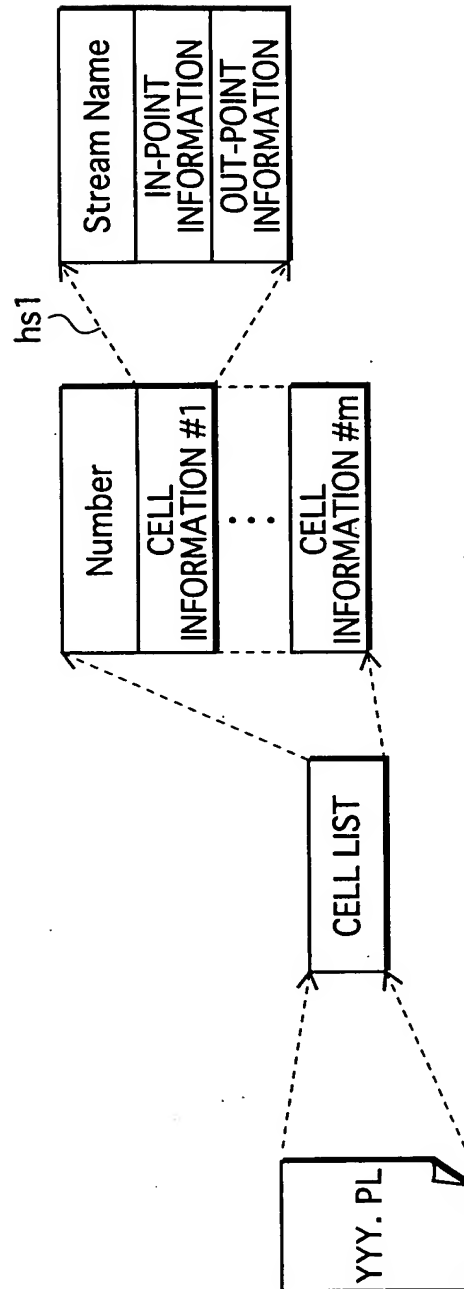
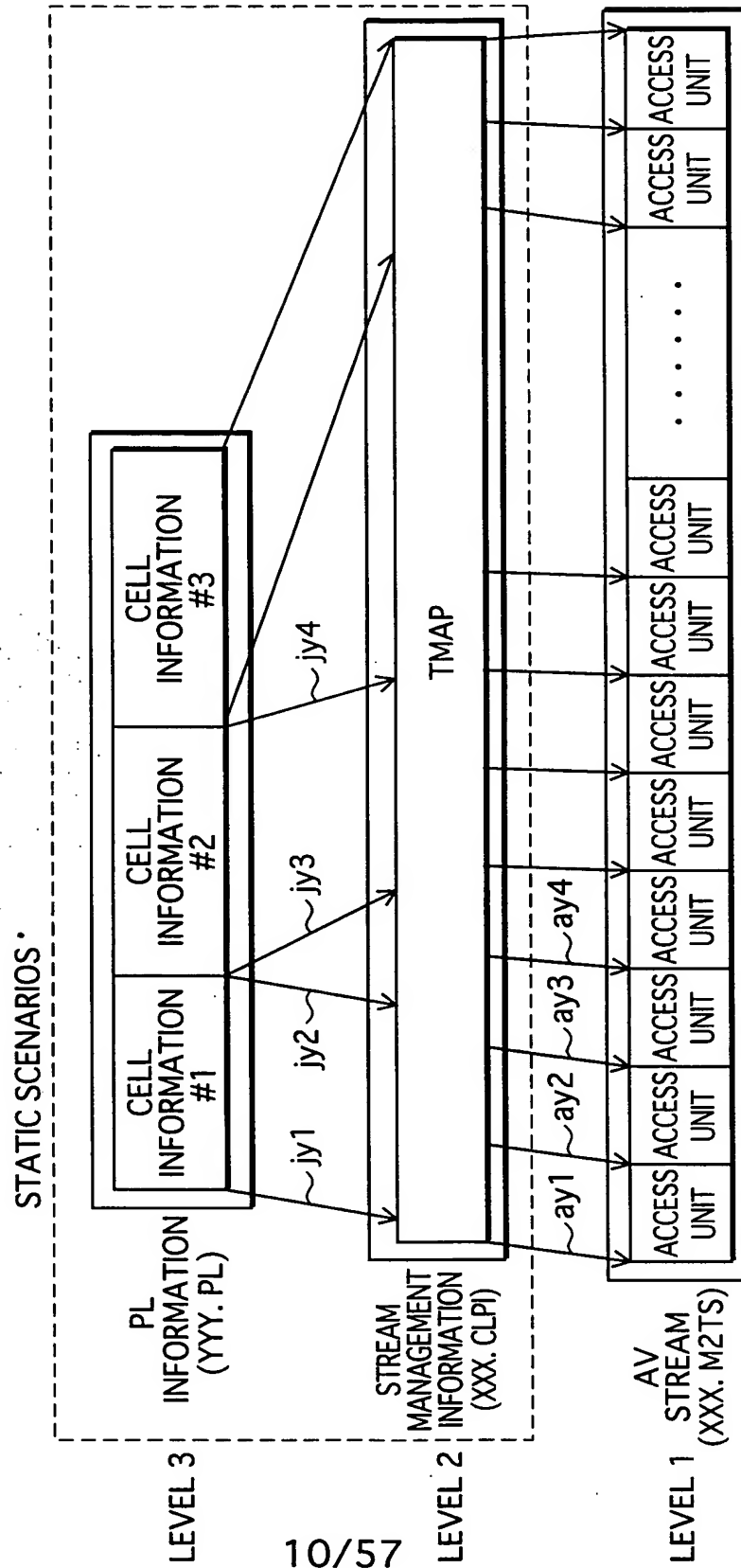


FIG.10



STATIC SCENARIOS



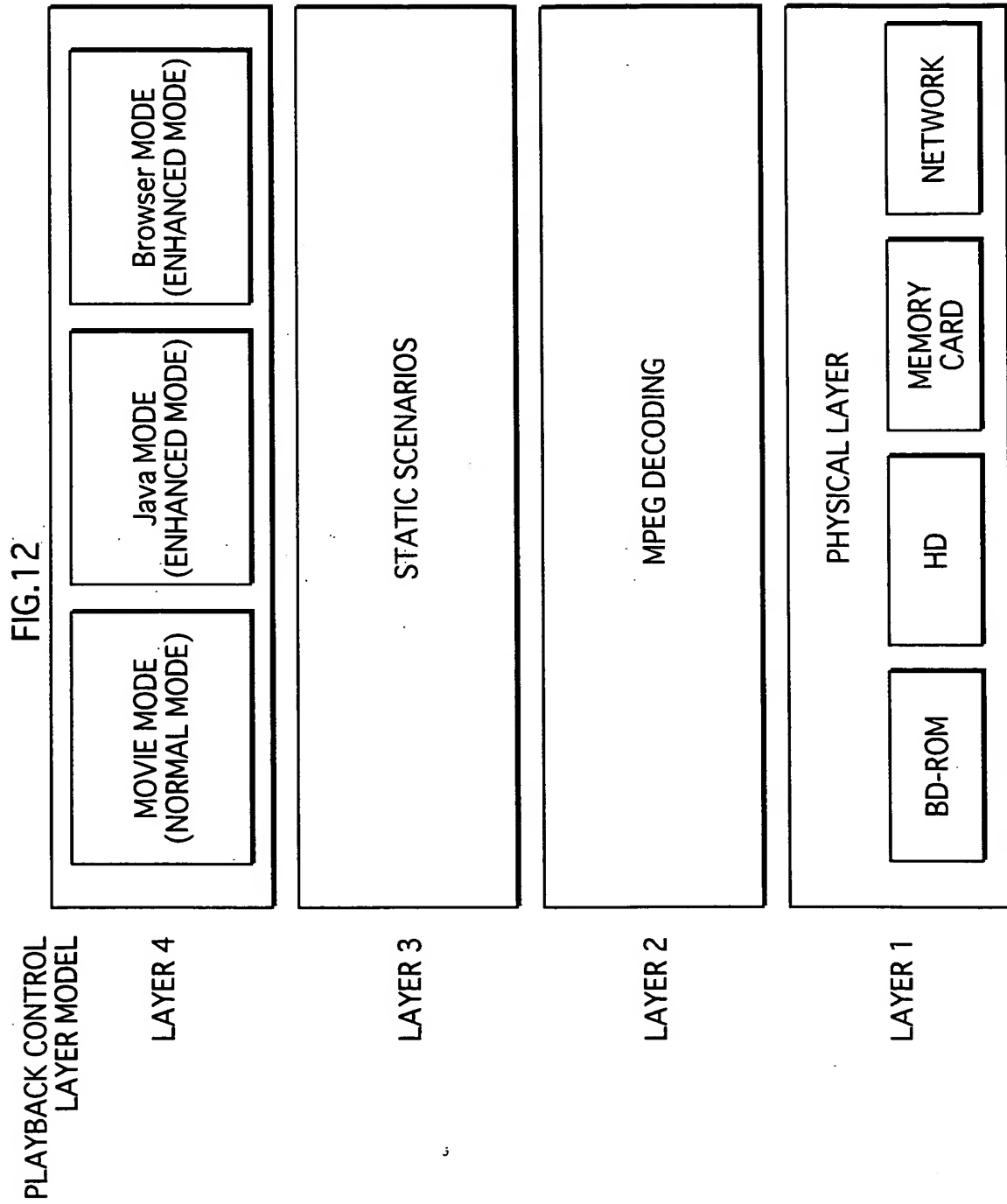


FIG.13A NORMAL PLAYBACK IN MOVIE MODE

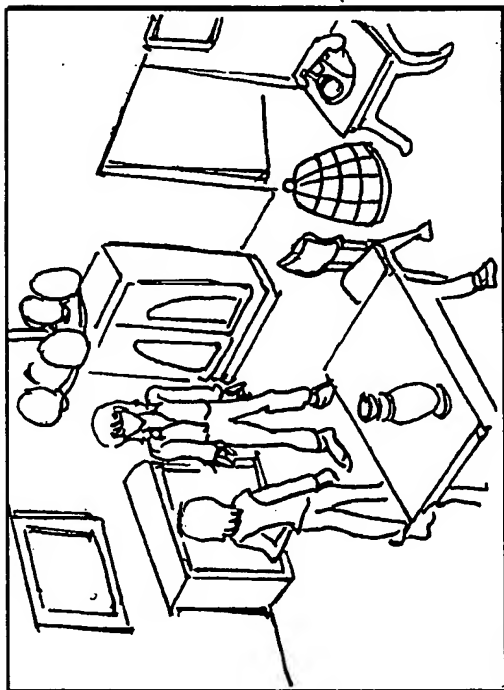


FIG.13B ADDED-VALUE ENHANCEMENT USING Java MODE

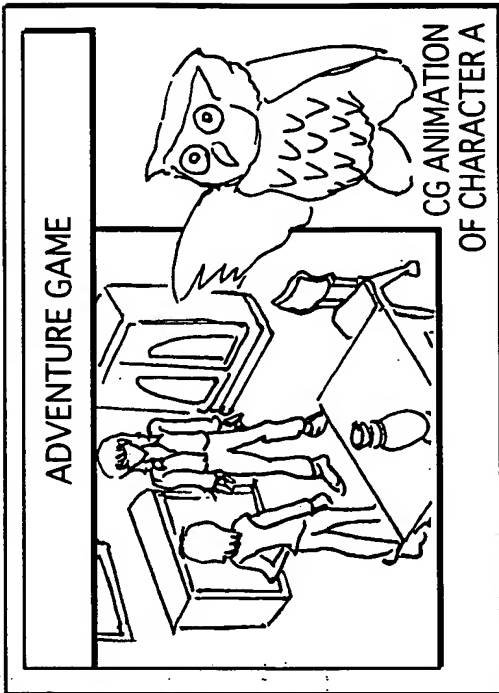


FIG.13C ADDED-VALUE ENHANCEMENT USING Browser MODE

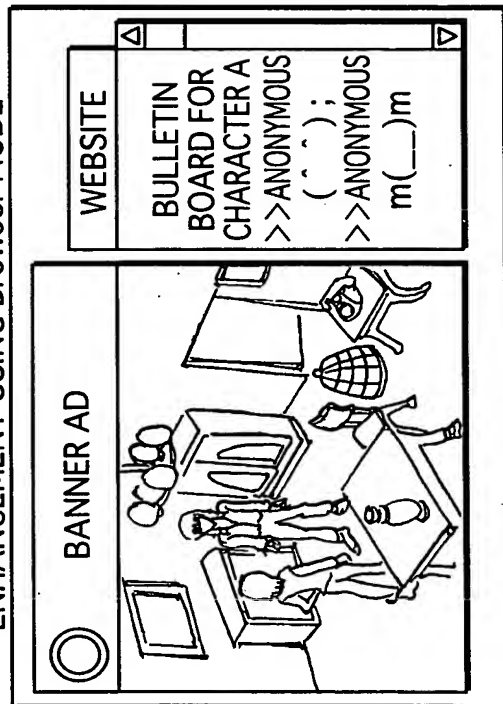


FIG.14

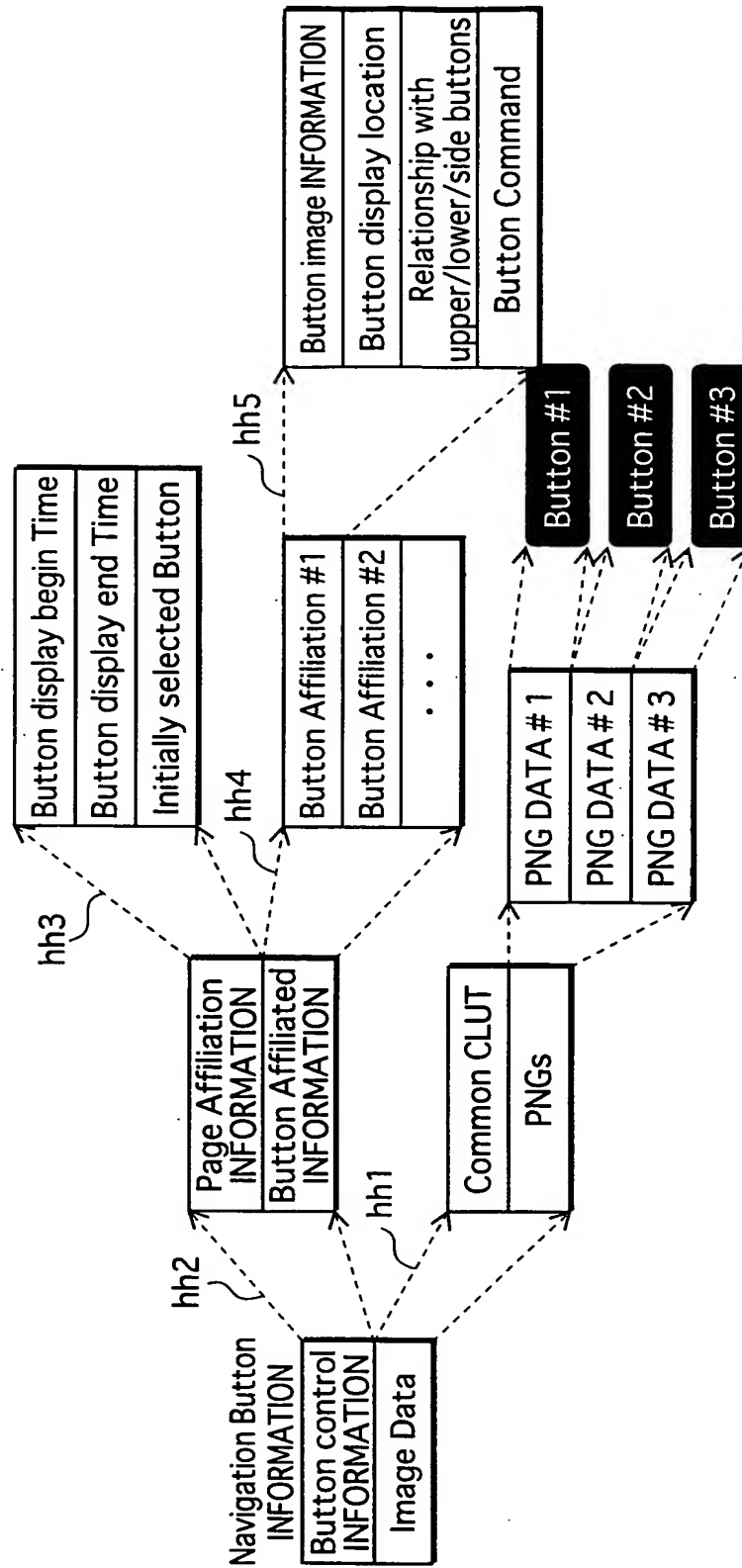


FIG15

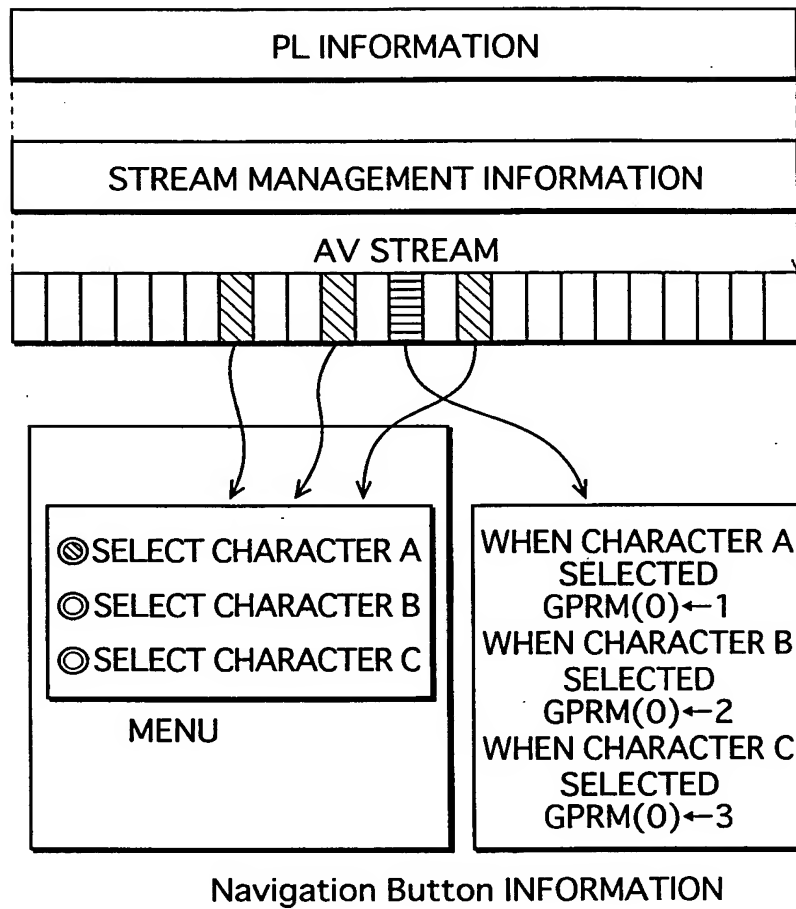


FIG16

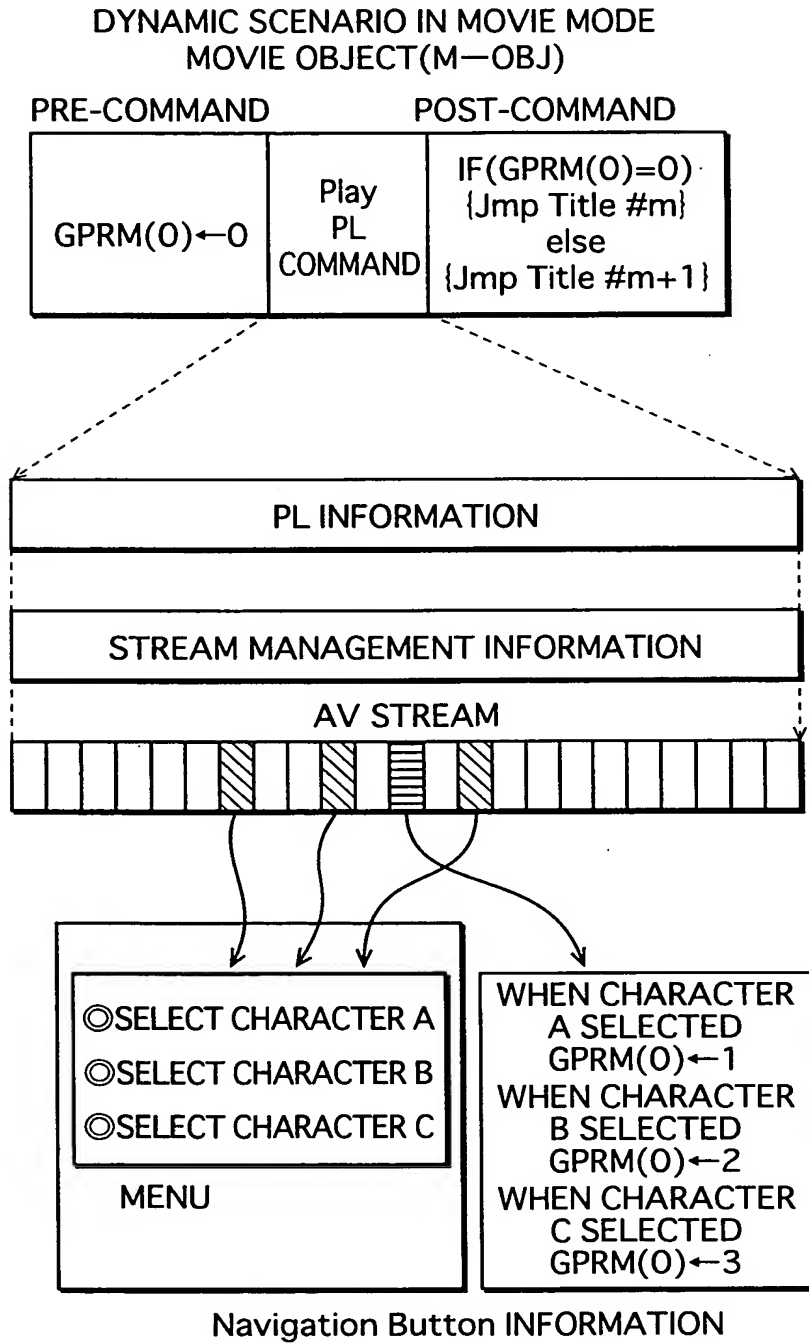


FIG17

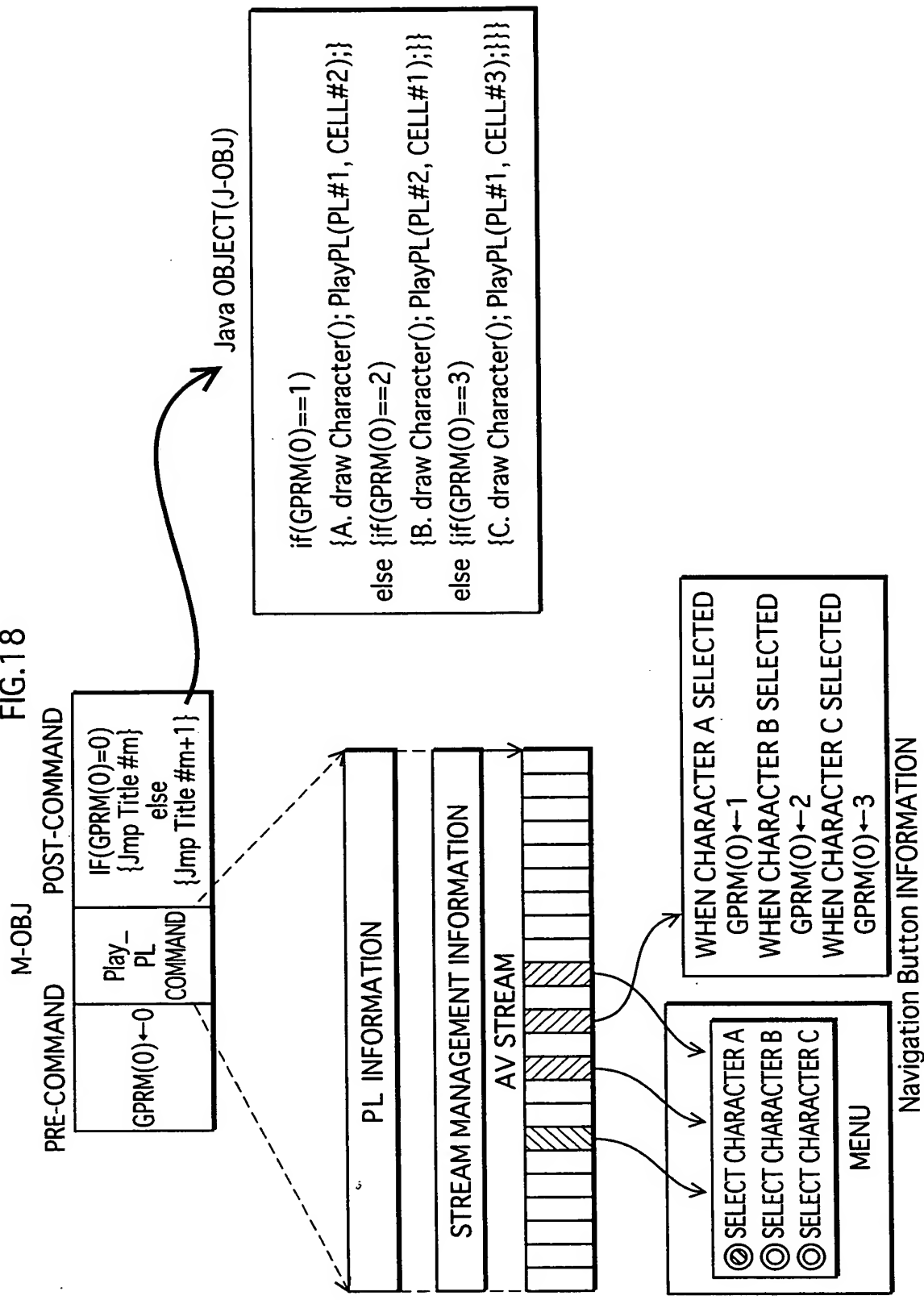
Java OBJECT(J-OBJ)

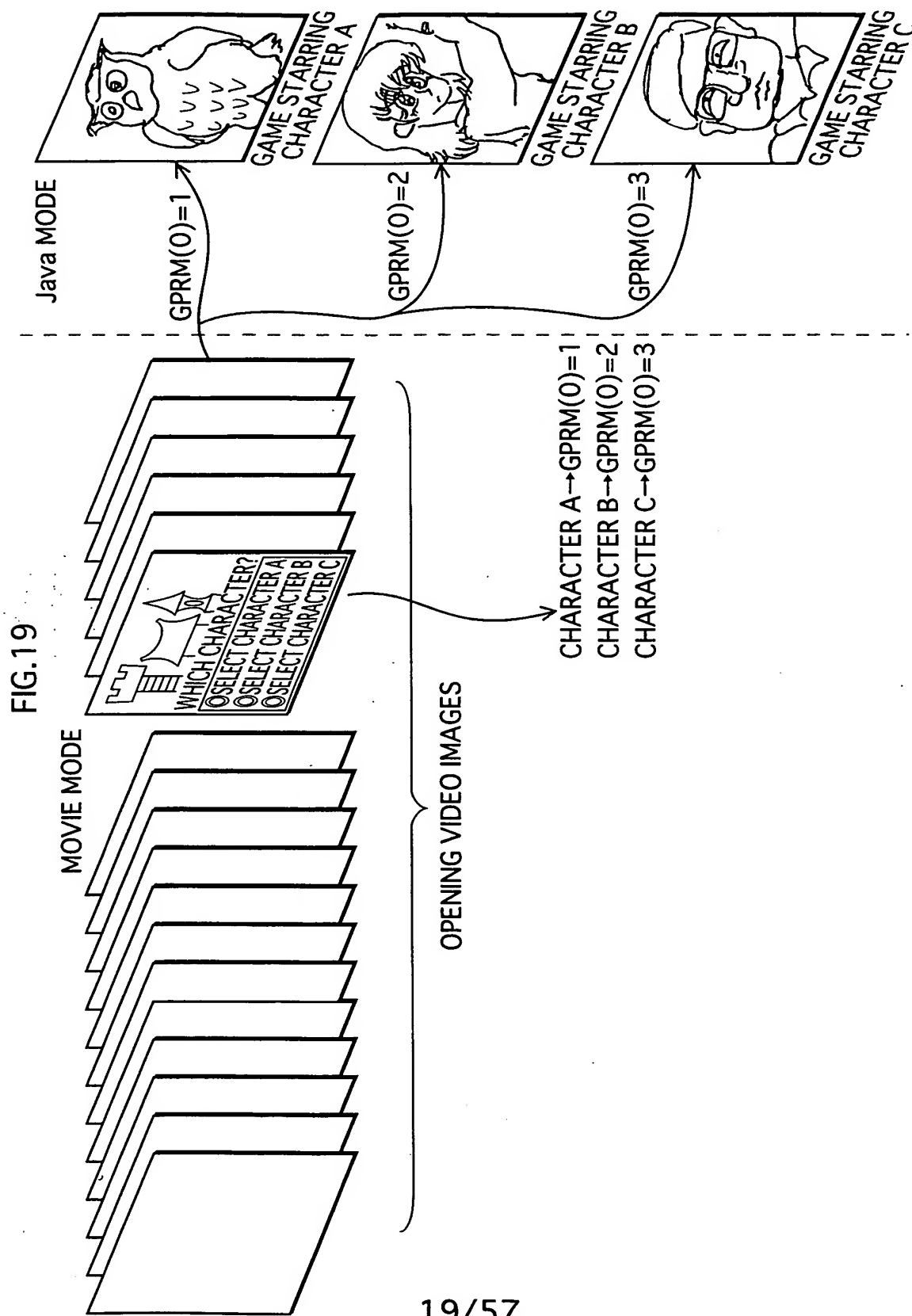
```
IF(GPRM(0)==1)
  { A.draw Character ();PlayPL(PL#1,CELL#2);}
else { if (GPRM(0)==2)
      { B.draw Character();PlayPL(PL#2,CELL#1);}}
else { if (GPRM(0)==3)
      { C.draw Character();PlayPL(PL#1,CELL#3);}}}
```

ZZZ.CLASS

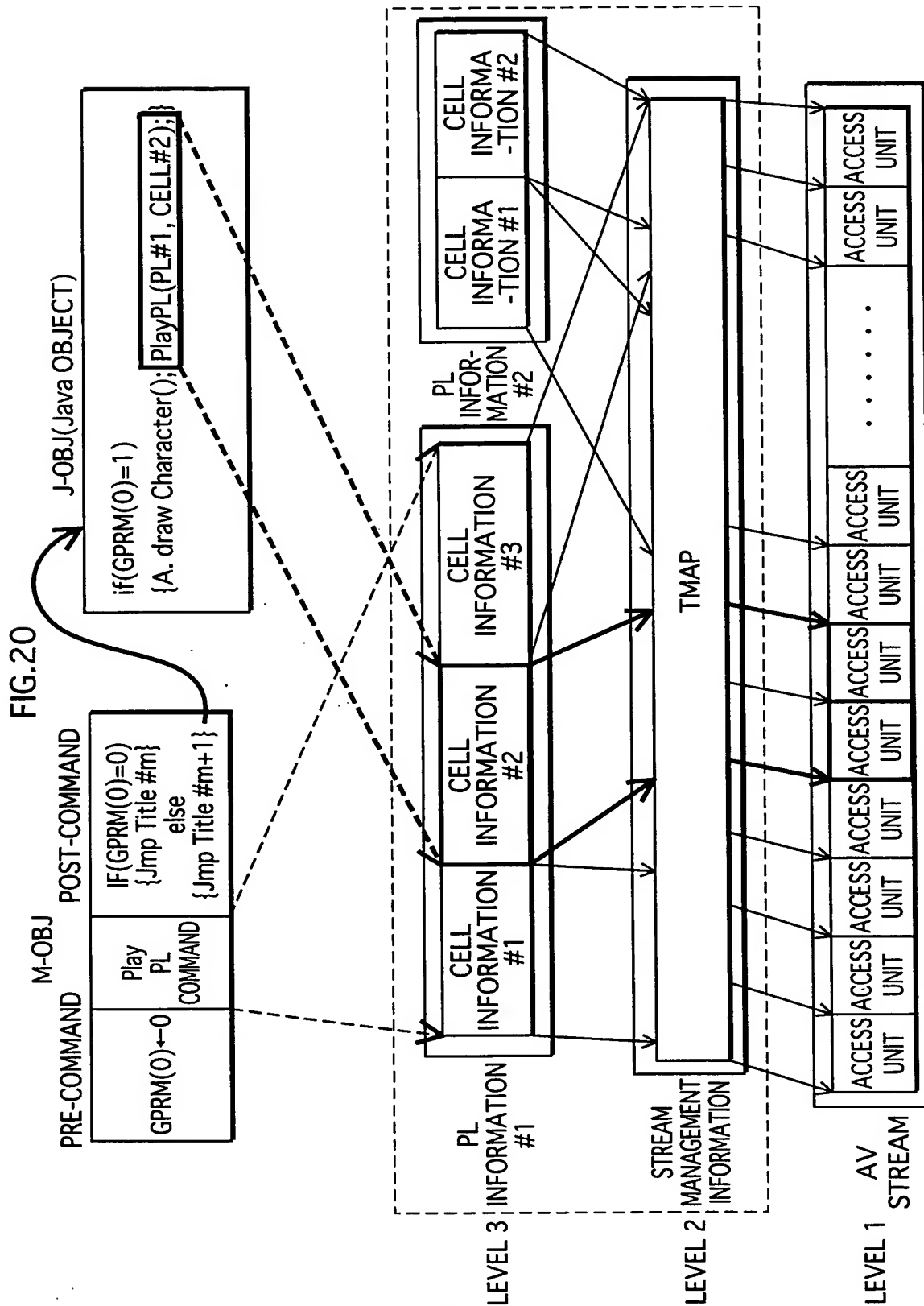


FIG. 18





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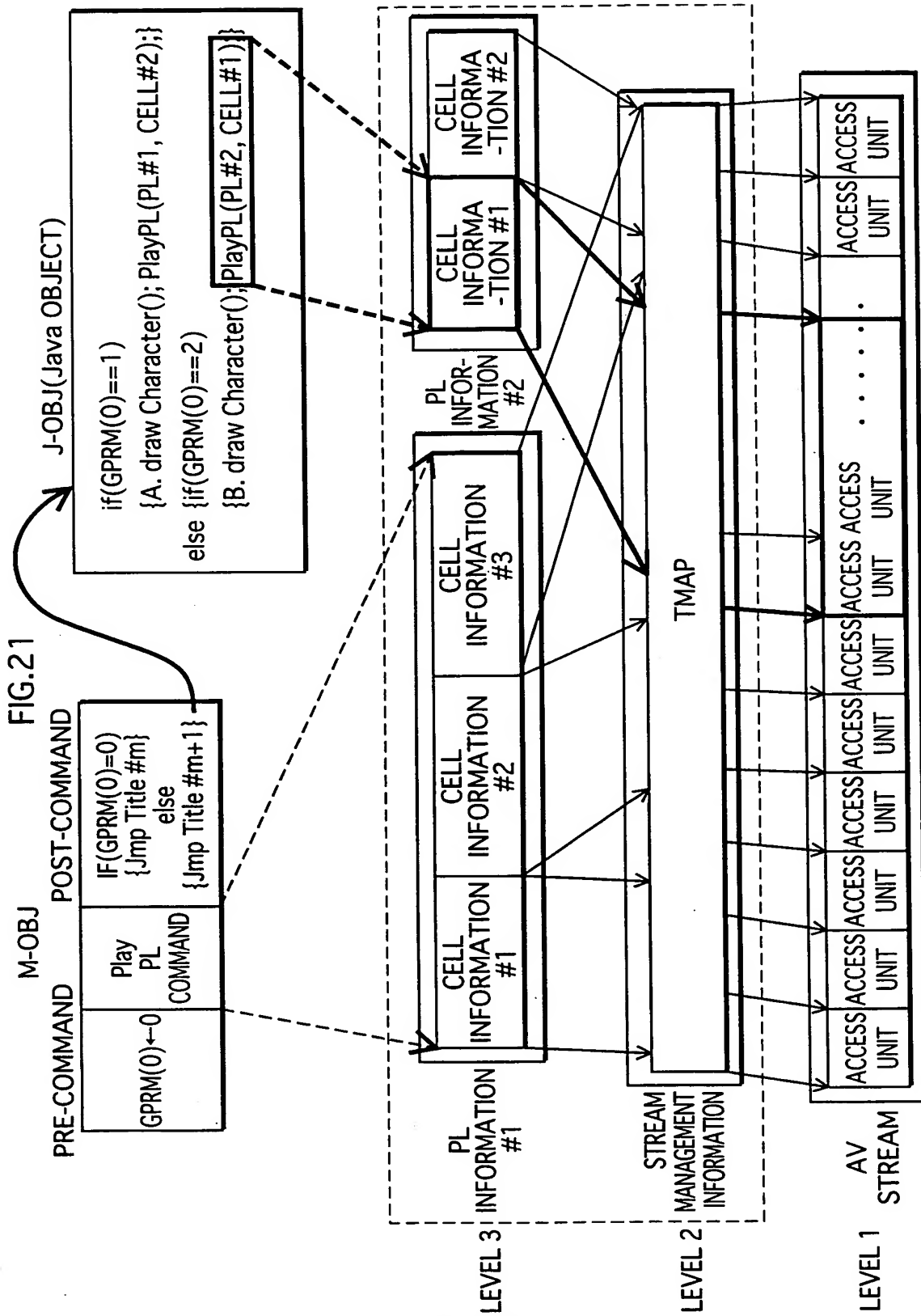
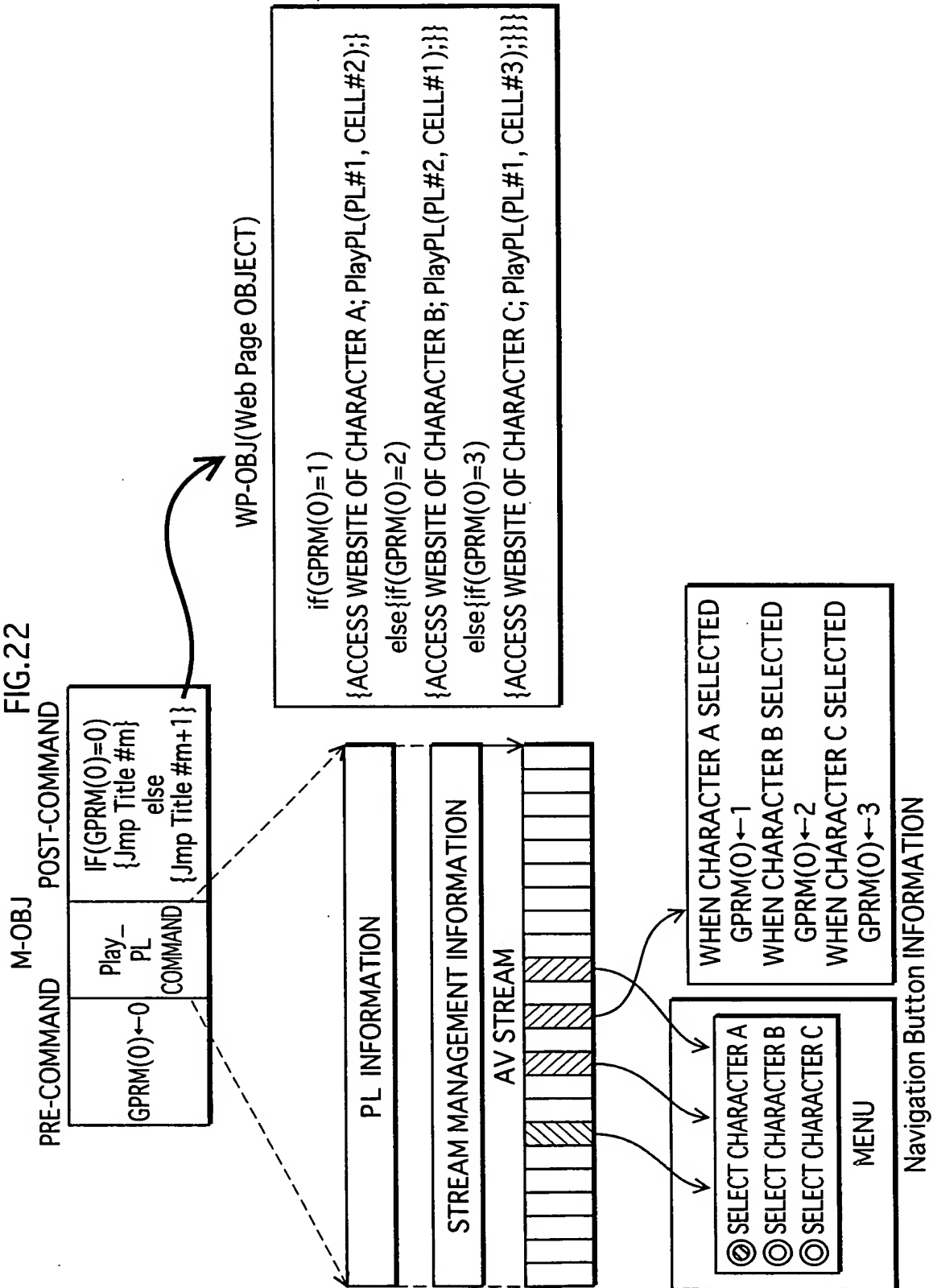


FIG. 22



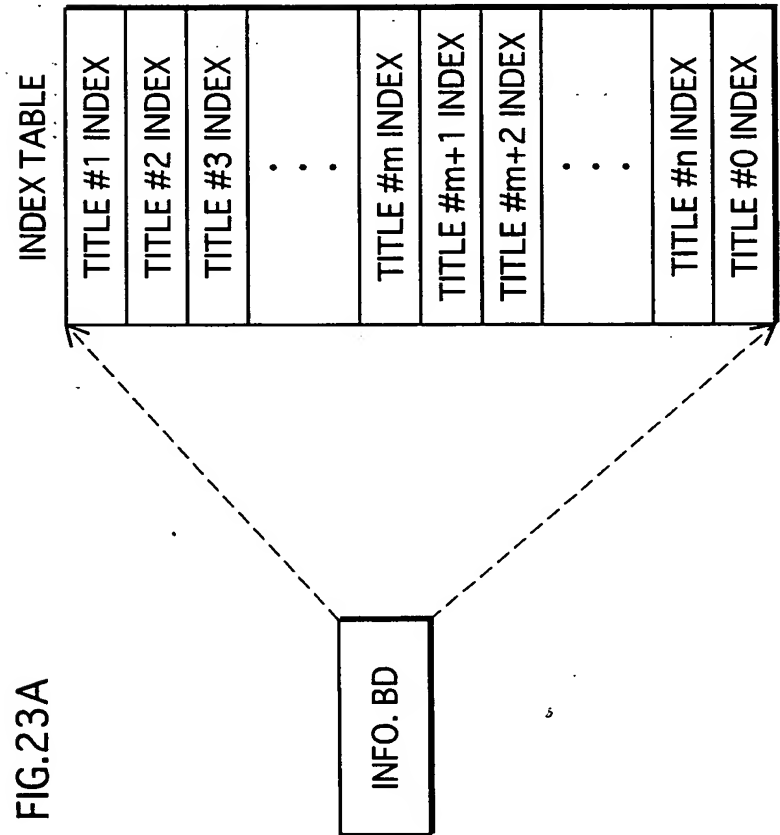
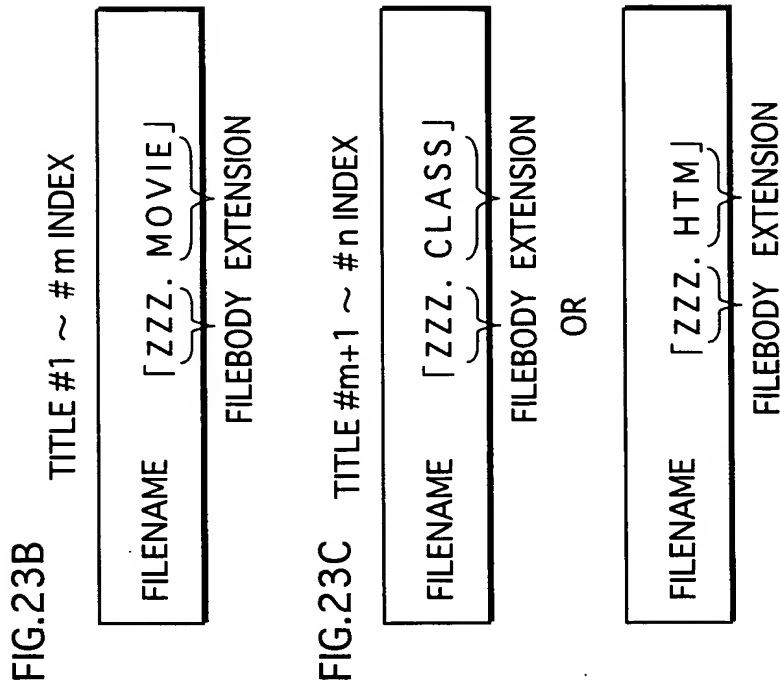


FIG.24A

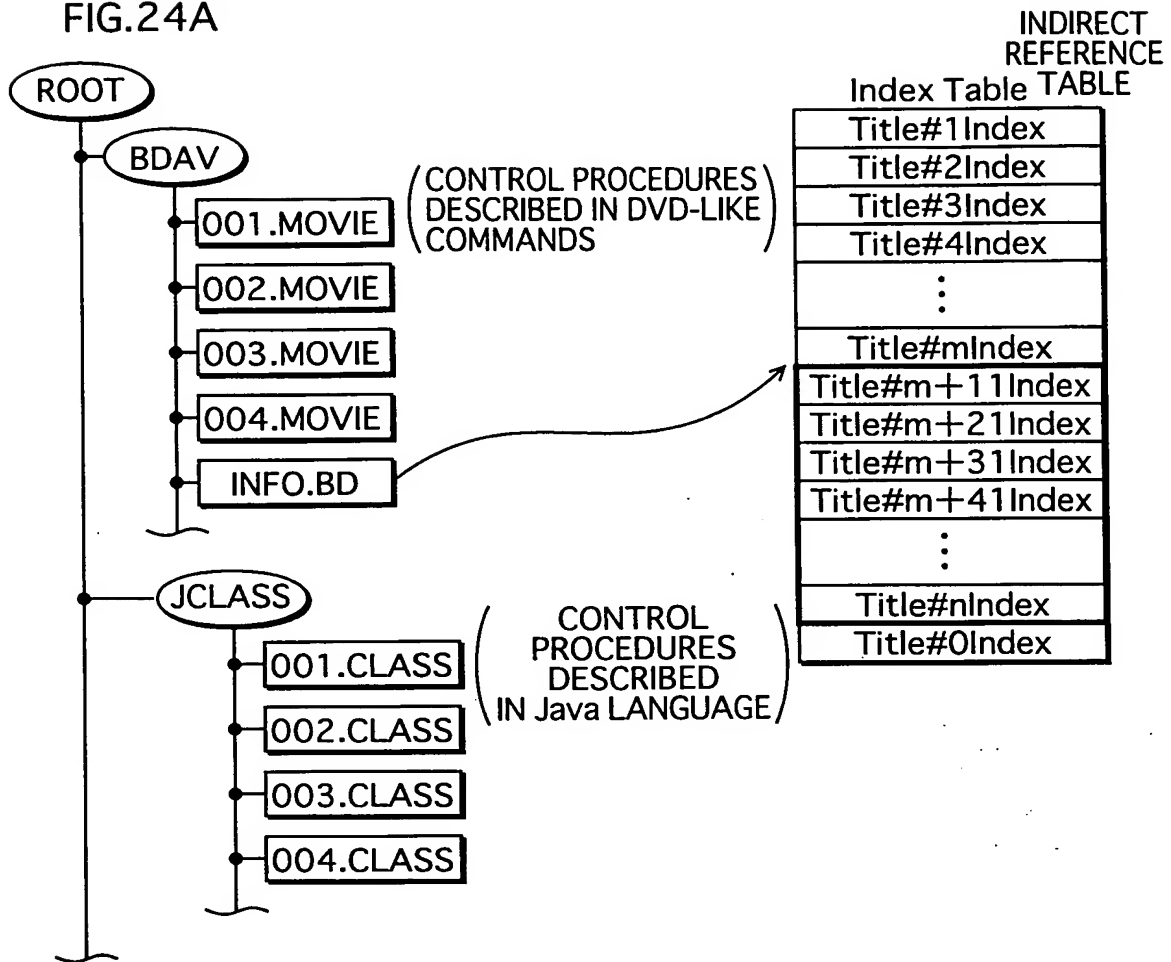


FIG.24B

Index Table		m : MODE BOUNDARY VALUES
	FILENAME	
Title#1Index	001.MOVIE	MOVIE MODE
Title#2Index	002.MOVIE	
Title#3Index	003.MOVIE	
Title#4Index	004.MOVIE	
	⋮	Java MODE (ENHANCED MODE)
Title#mIndex		
Title#m+1Index	001.CLASS	
Title#m+2Index	002.CLASS	
Title#m+3Index	003.CLASS	
Title#m+4Index	004.CLASS	
	⋮	
Title#nIndex		
Title#0Index	000.CLASS	

FIG.25A

MOVIE AND Java MODES AVAILABLE (FULL SYSTEM)

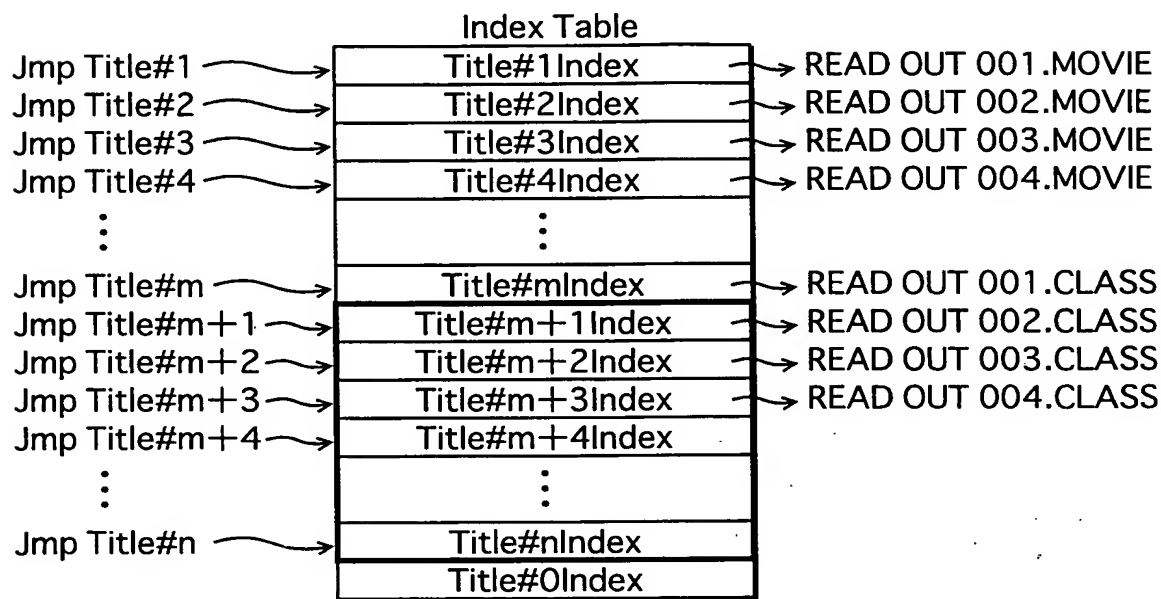
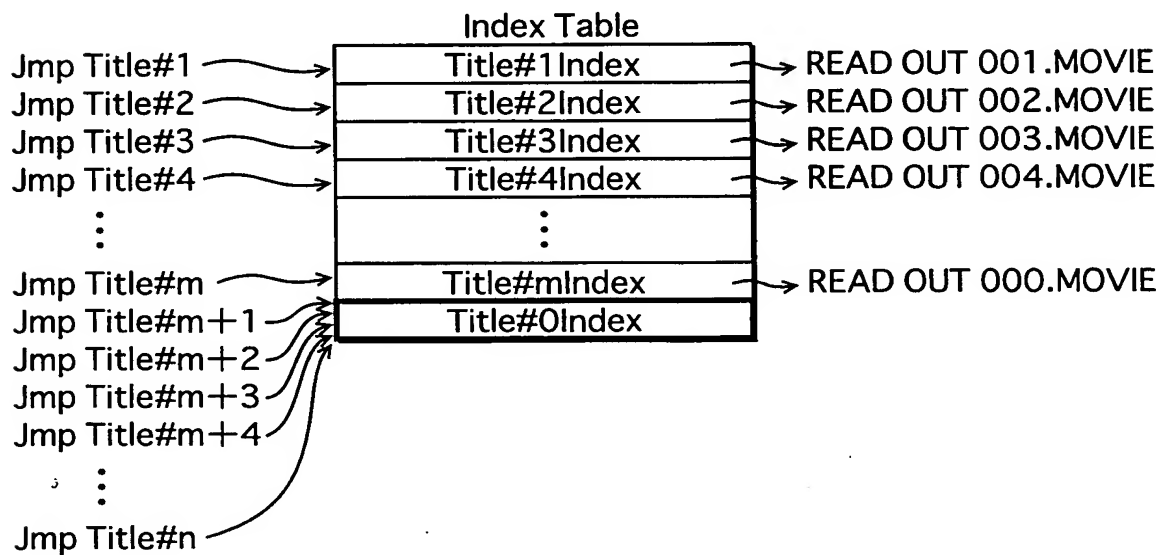
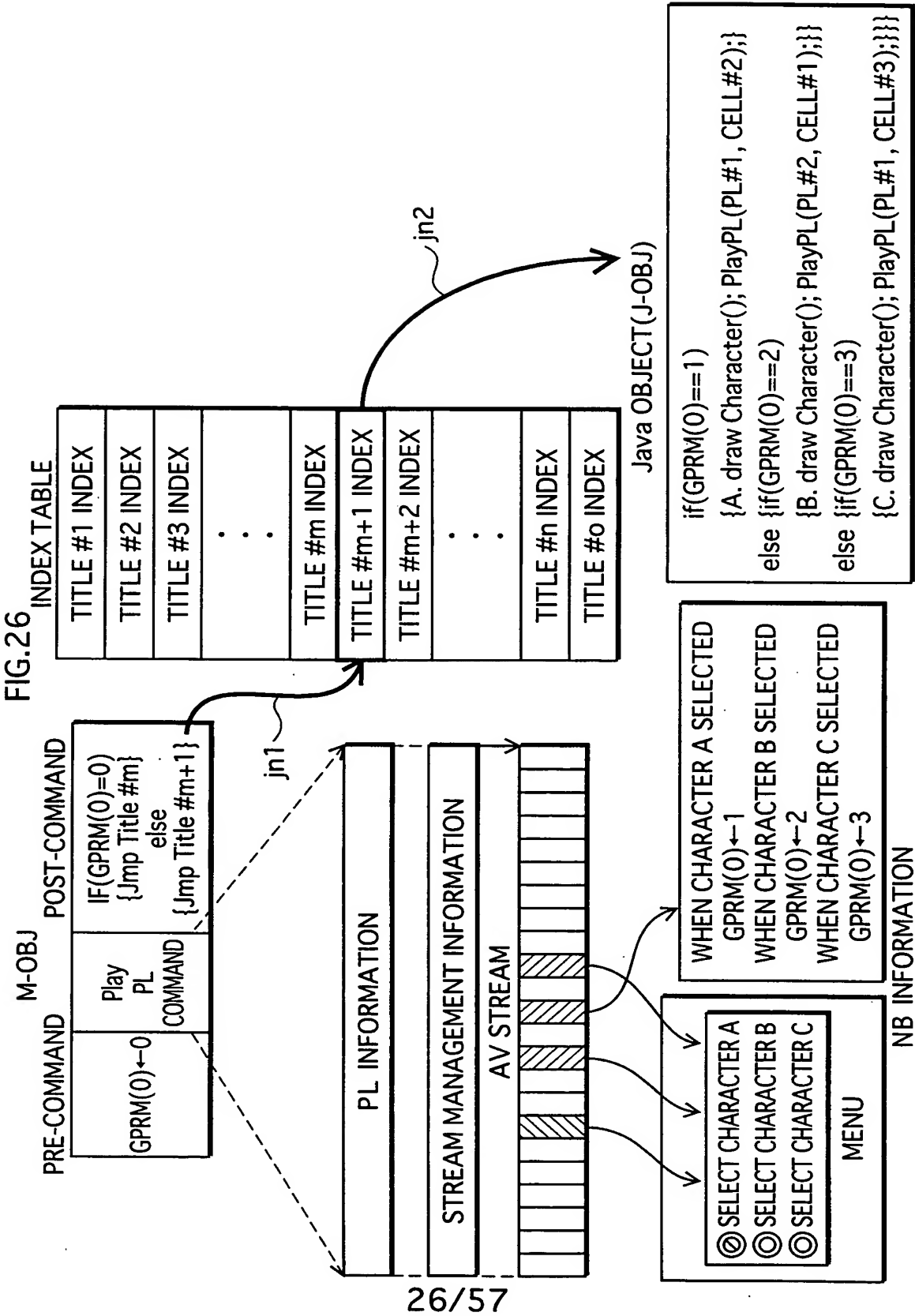


FIG.25B

ONLY MOVIE MODE AVAILABLE (CORE SYSTEM)





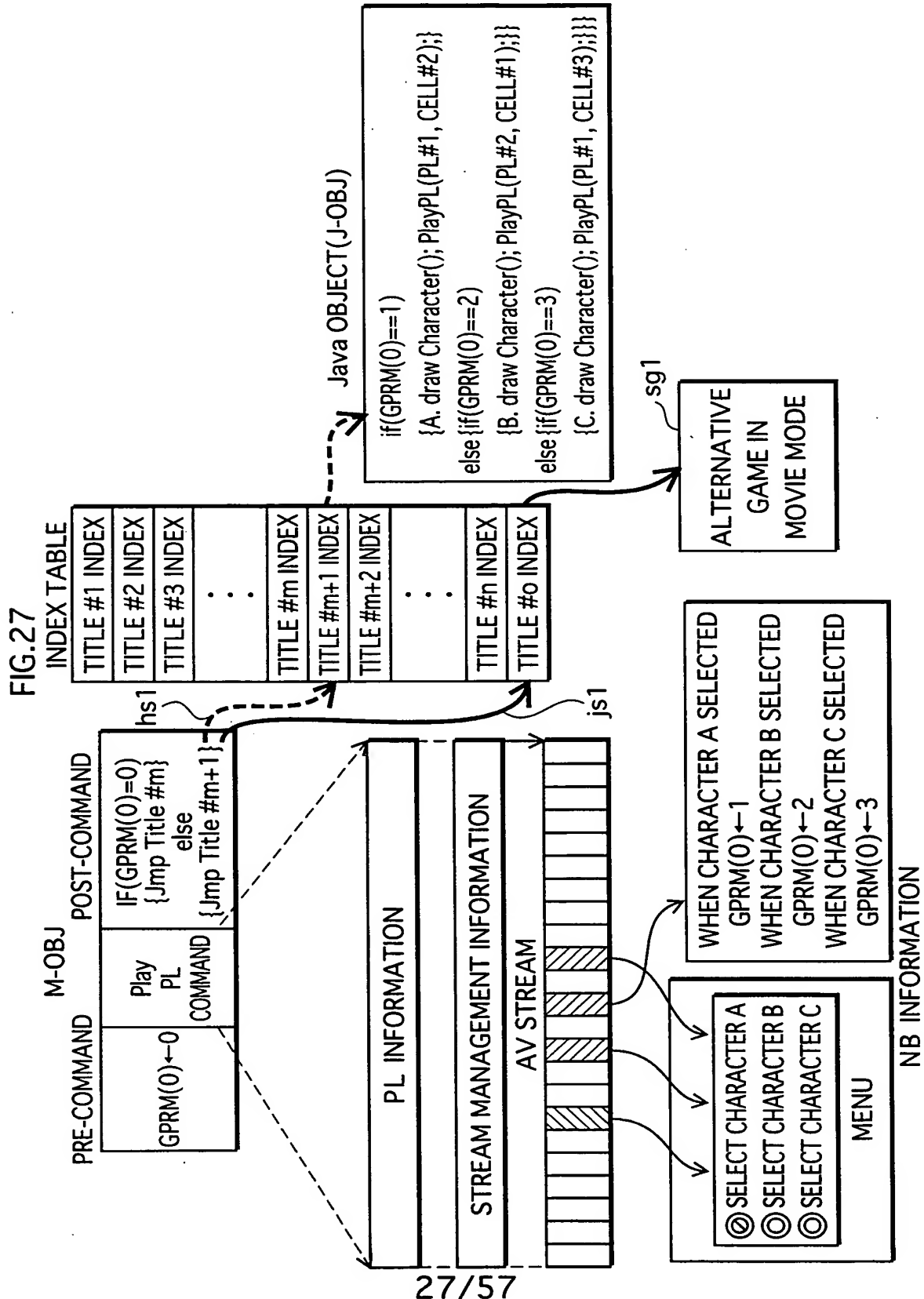
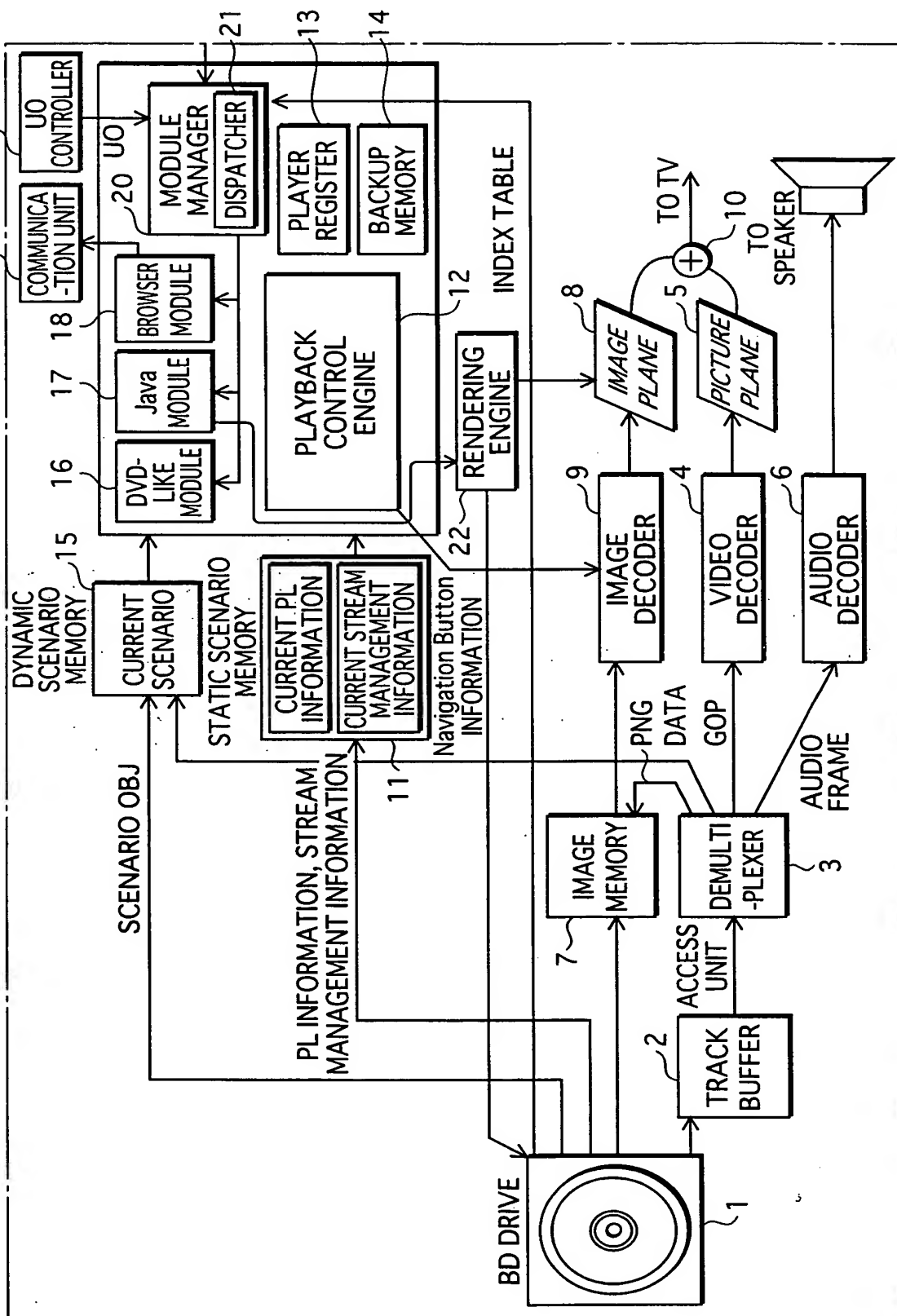


FIG.28



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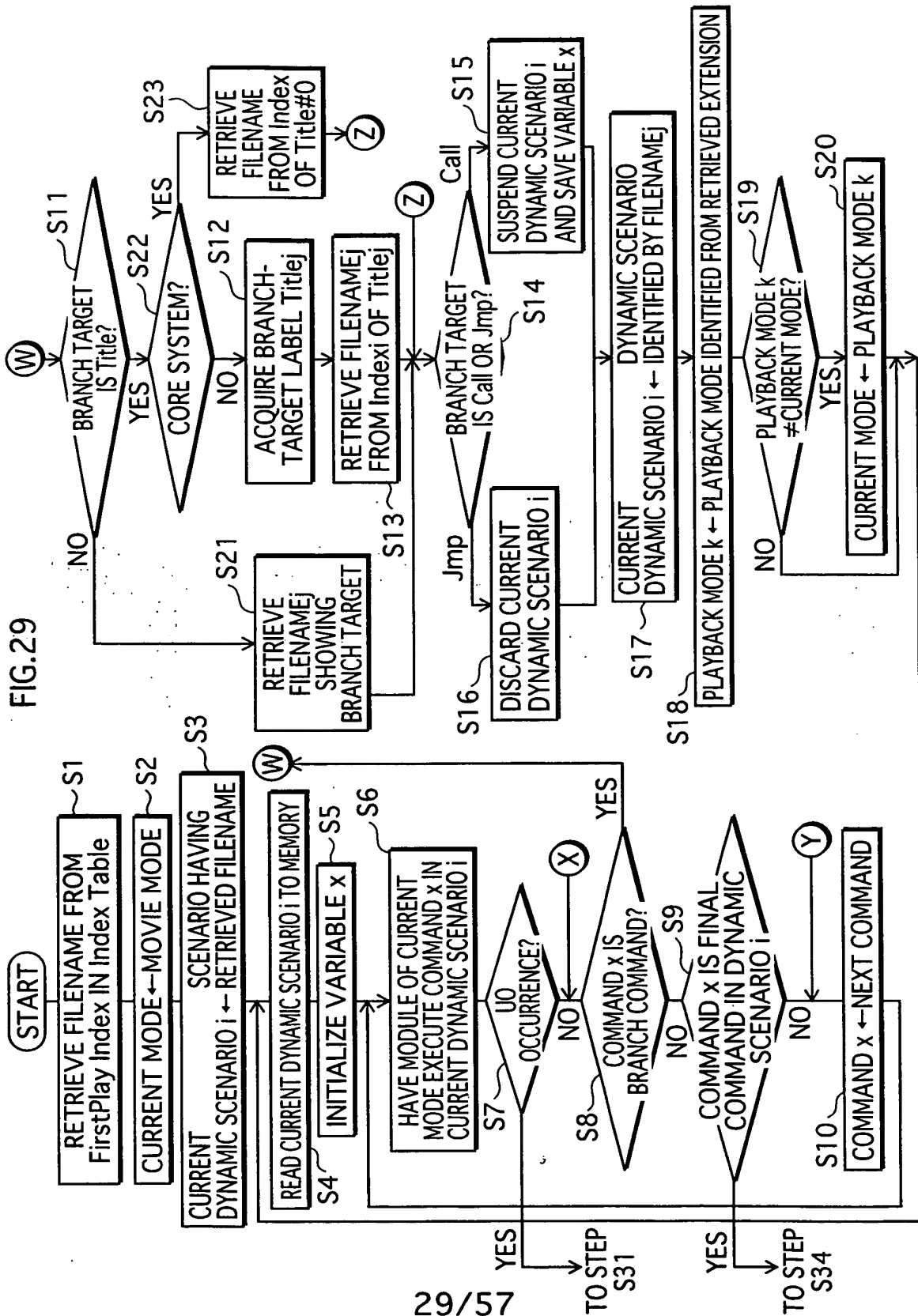


FIG. 30

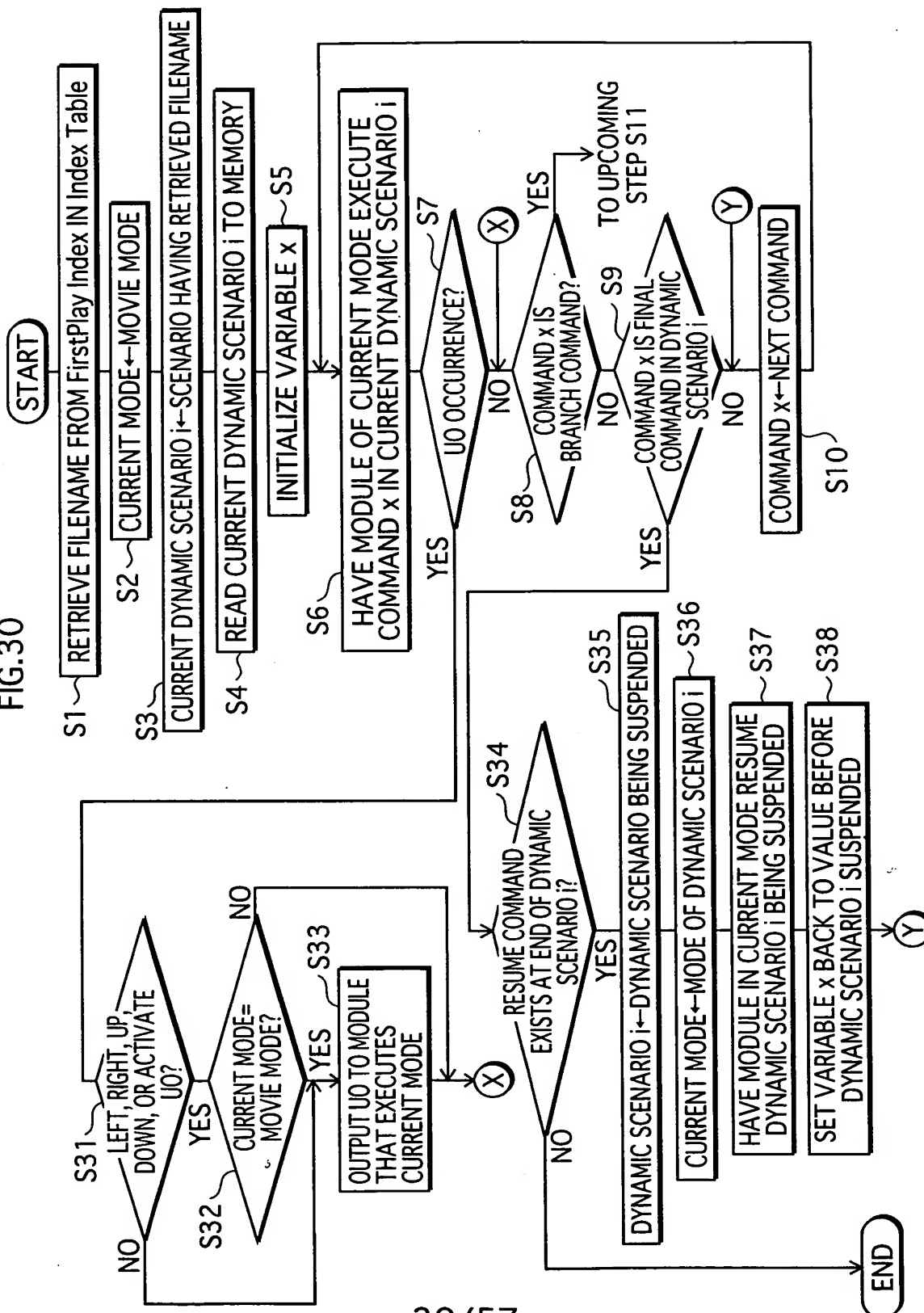


FIG.31

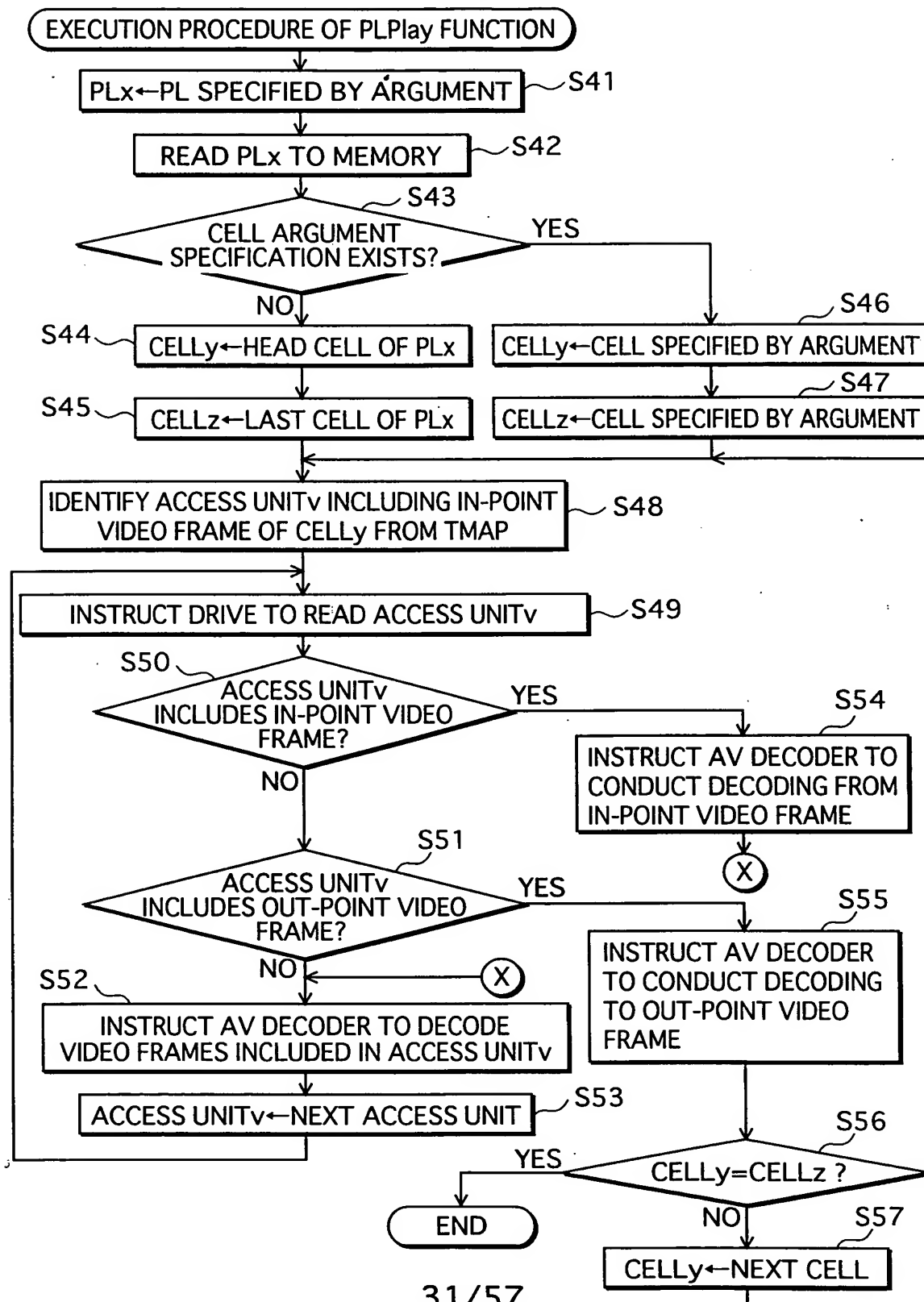


FIG.32

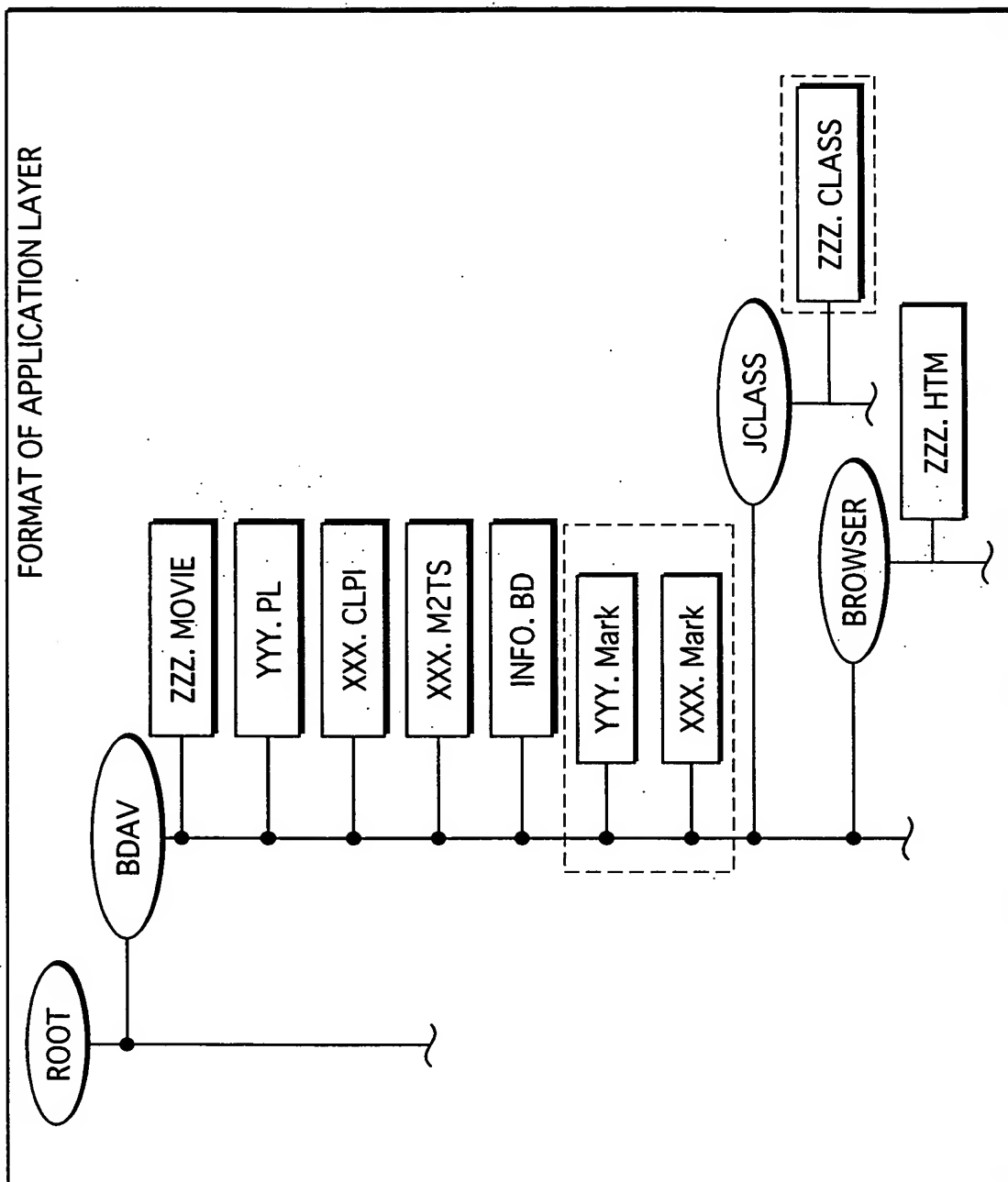


FIG.33

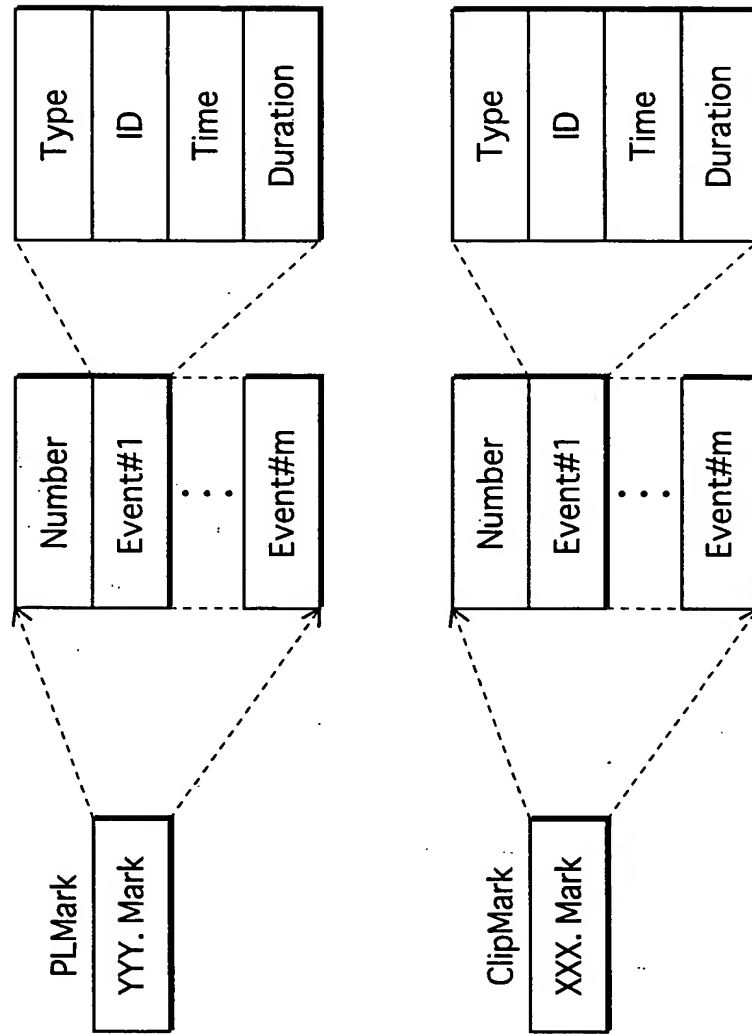


FIG.34A

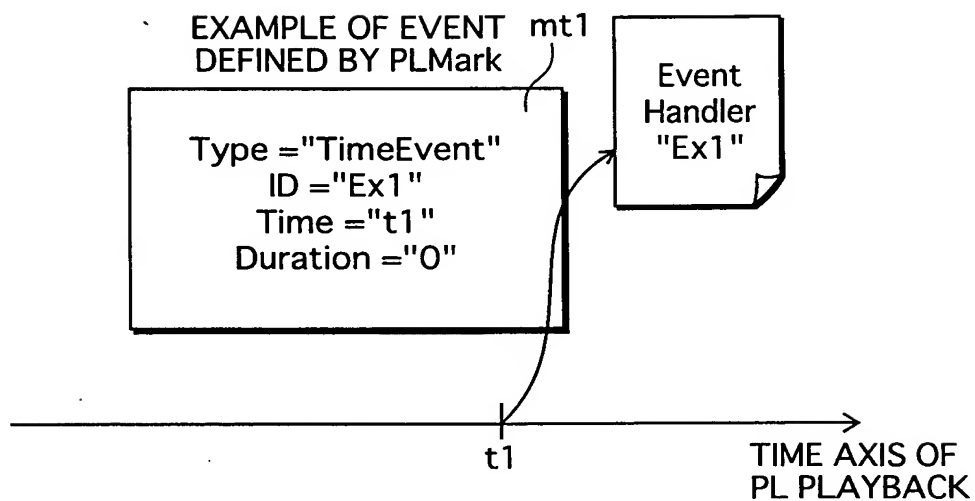


FIG.34B

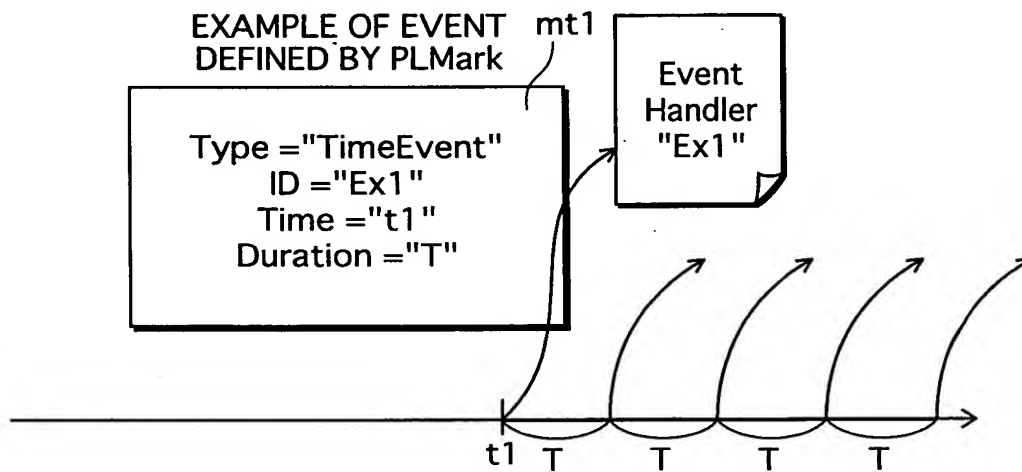


FIG.35

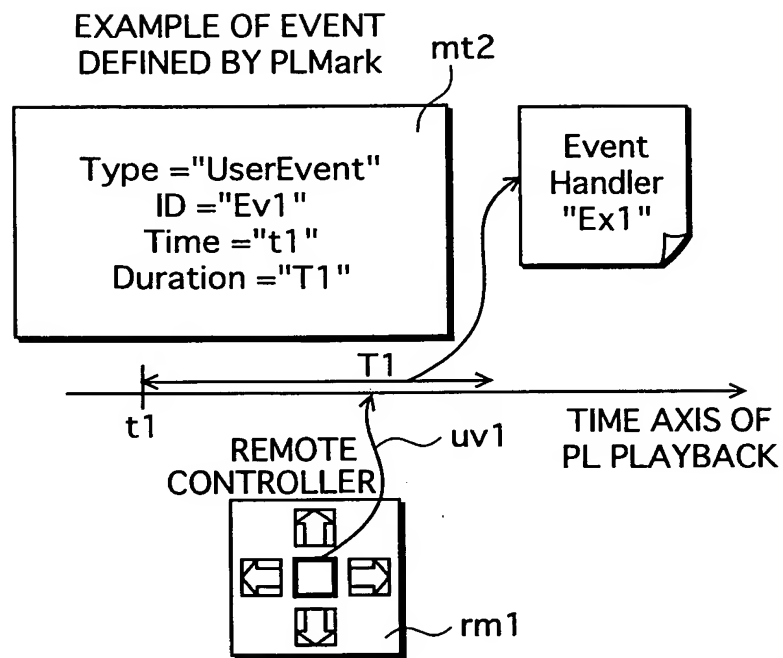


FIG.36

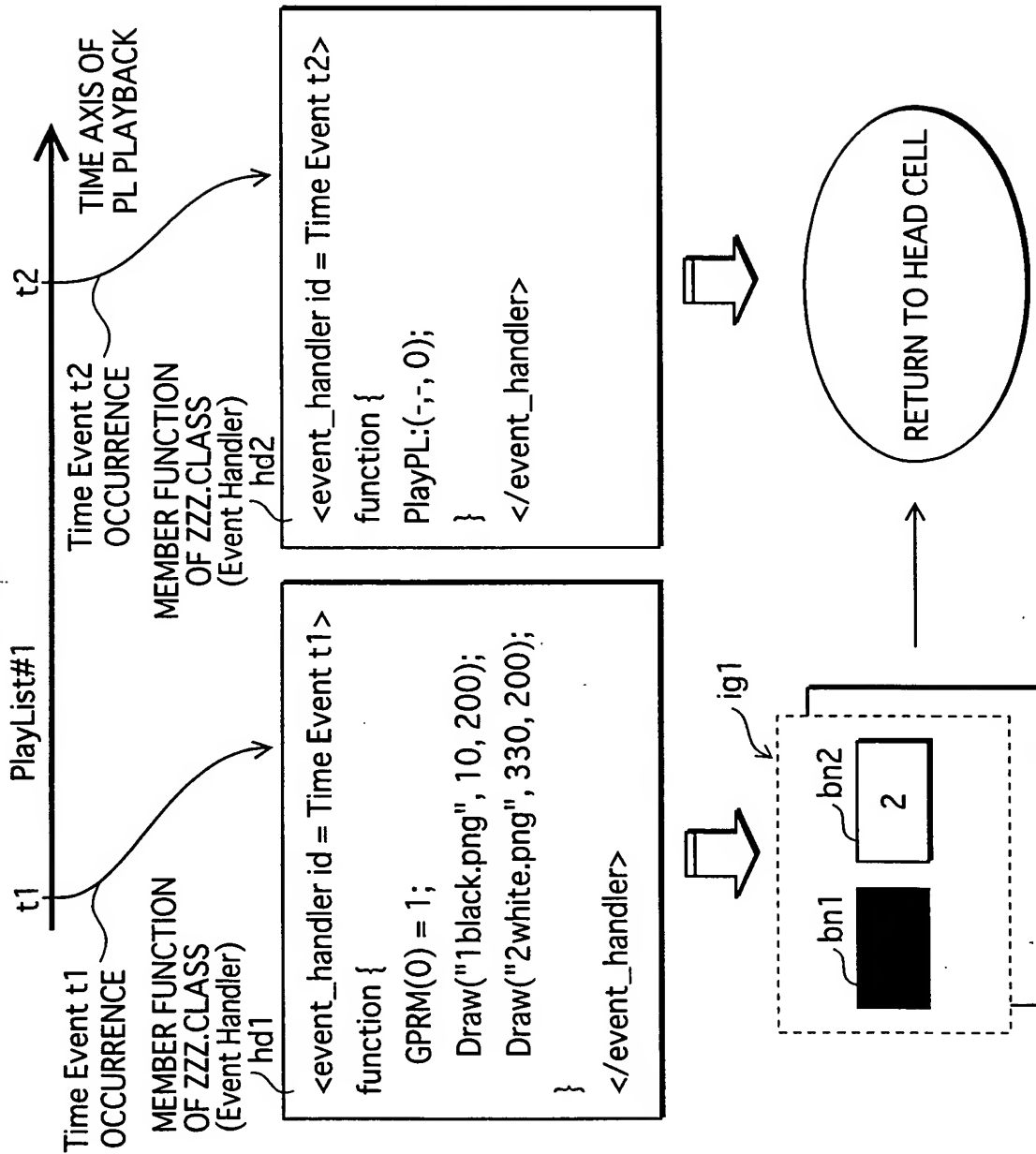


FIG.37

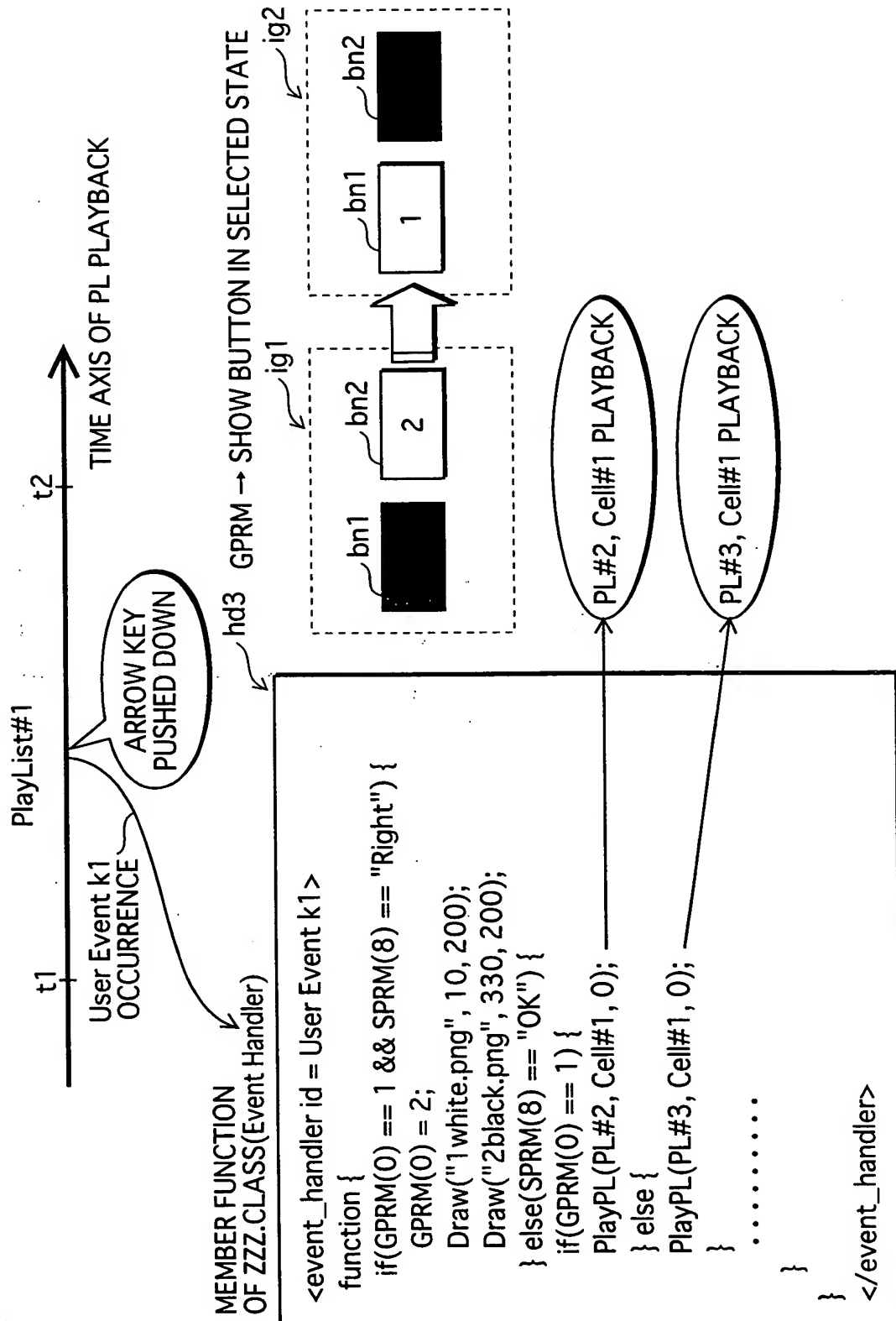
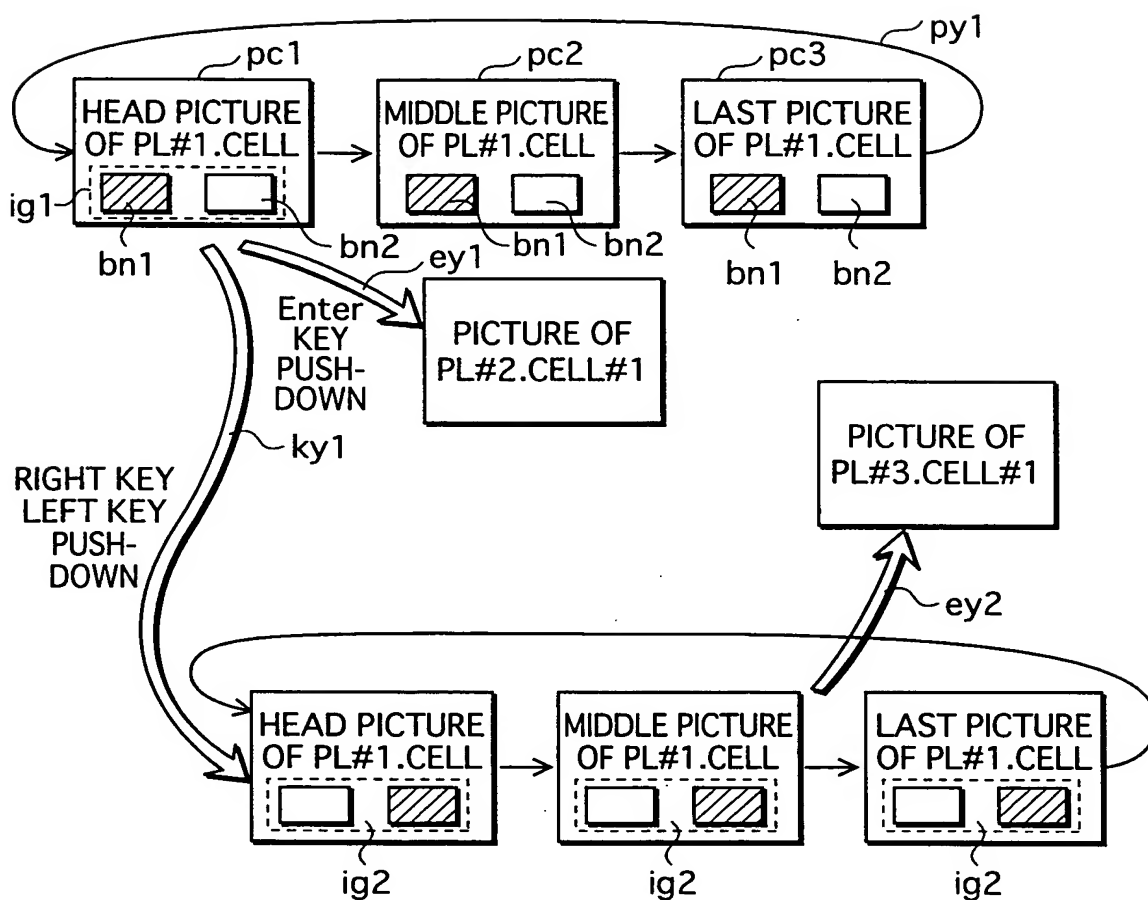


FIG.38



10/525/88

FIG.39 EXECUTION PROCEDURE OF PLPlay FUNCTION

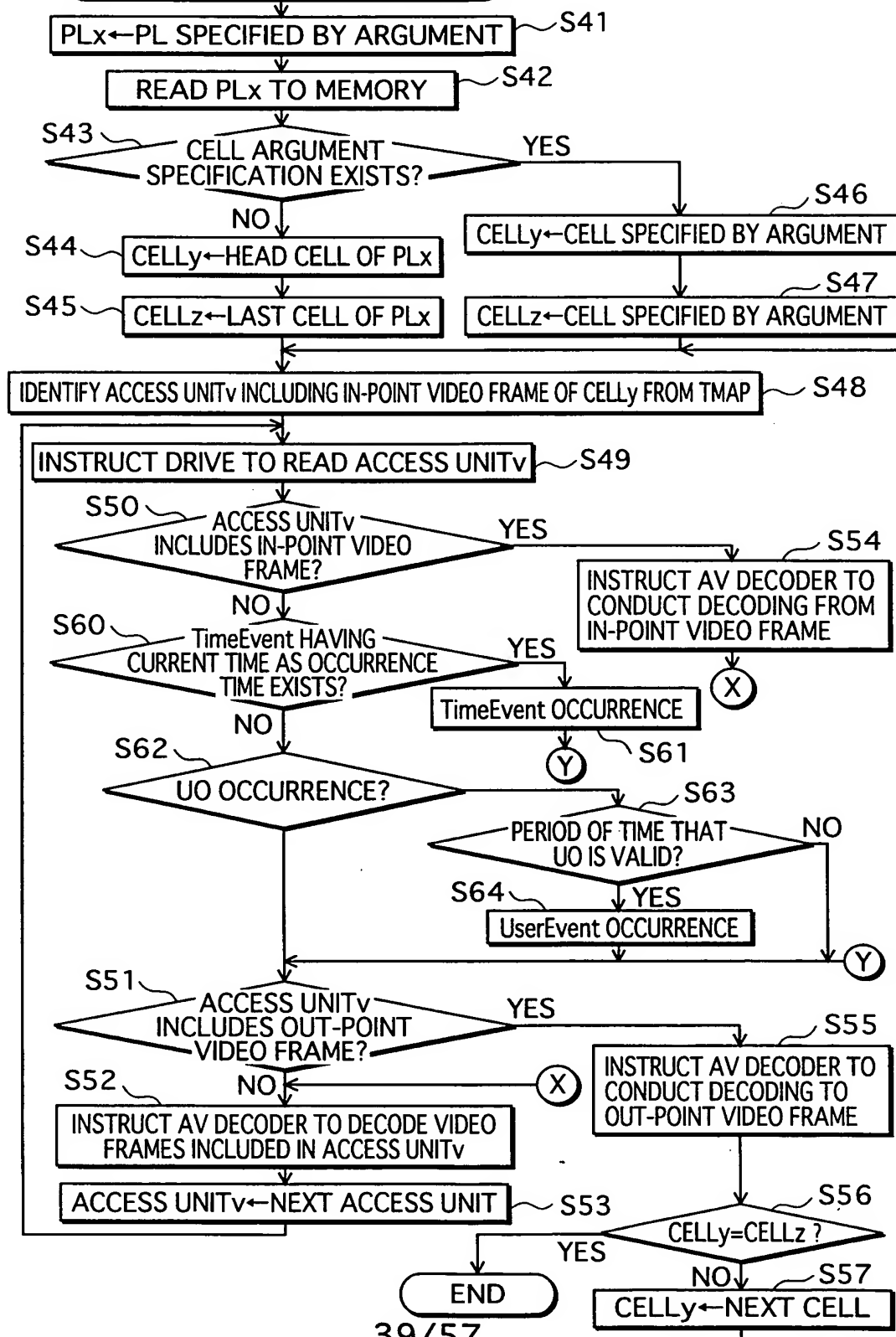


FIG.40

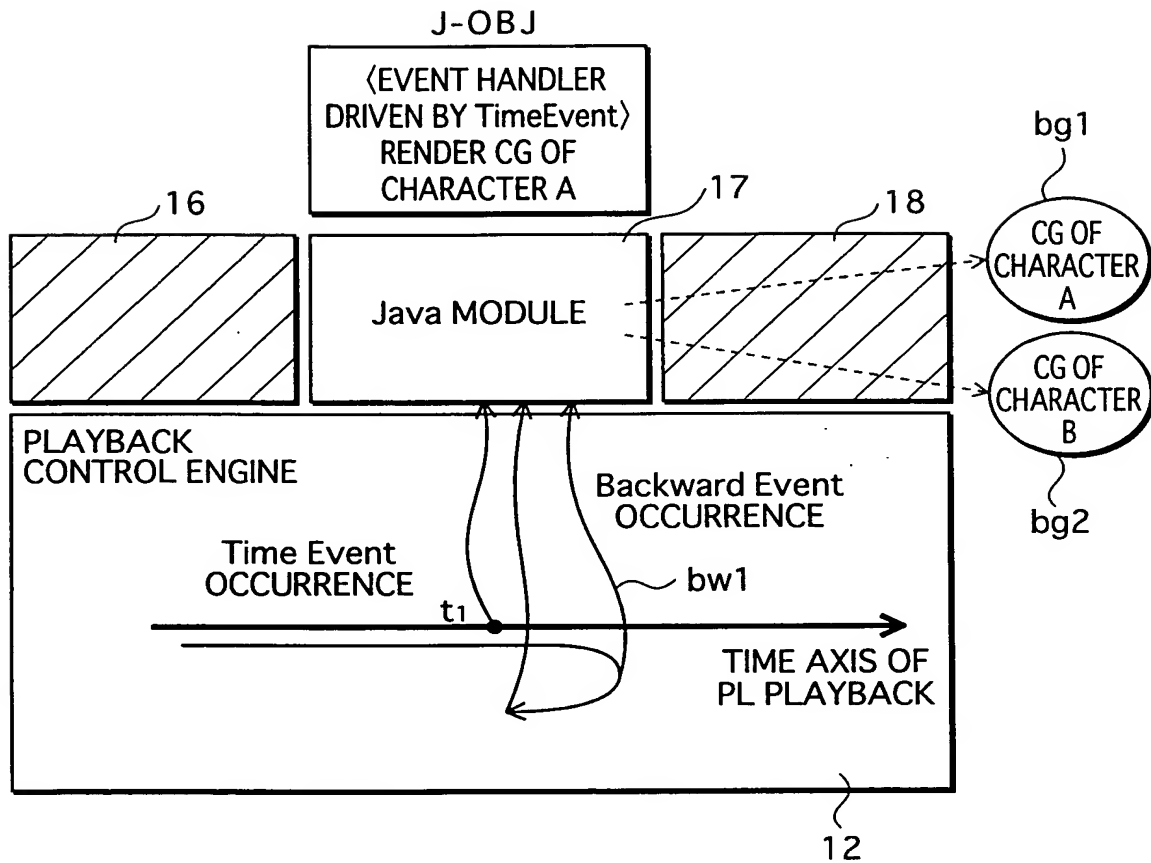


FIG.41A

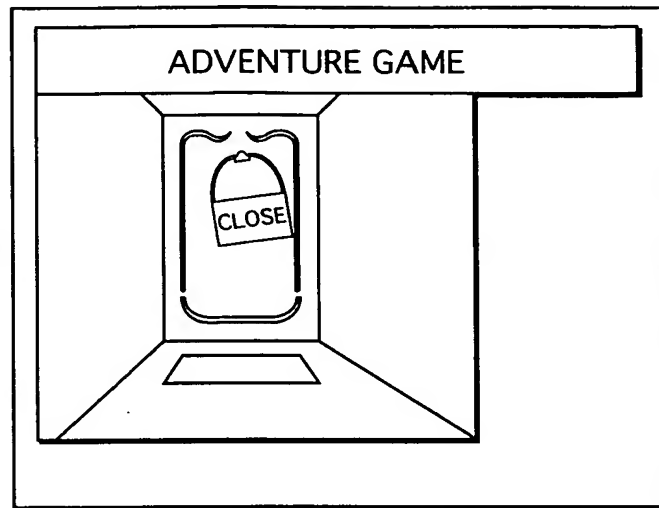
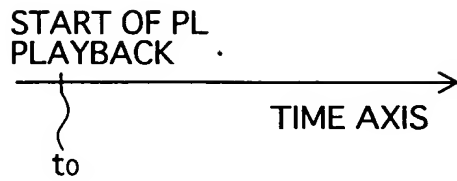


FIG.41B

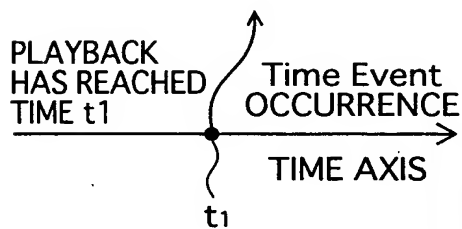


FIG.41C

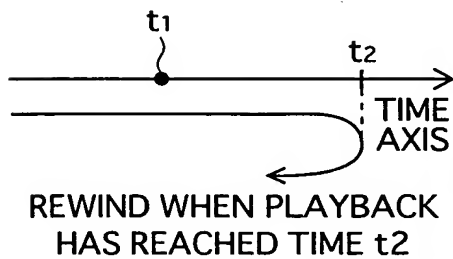


FIG.42A

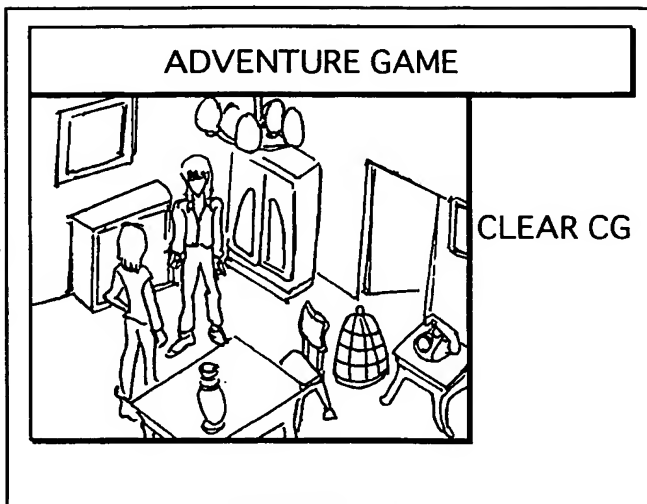
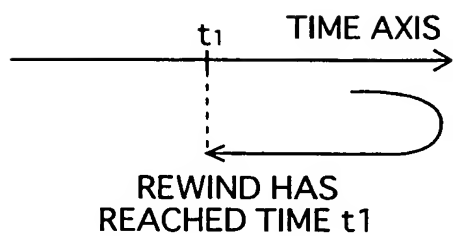


FIG.42B

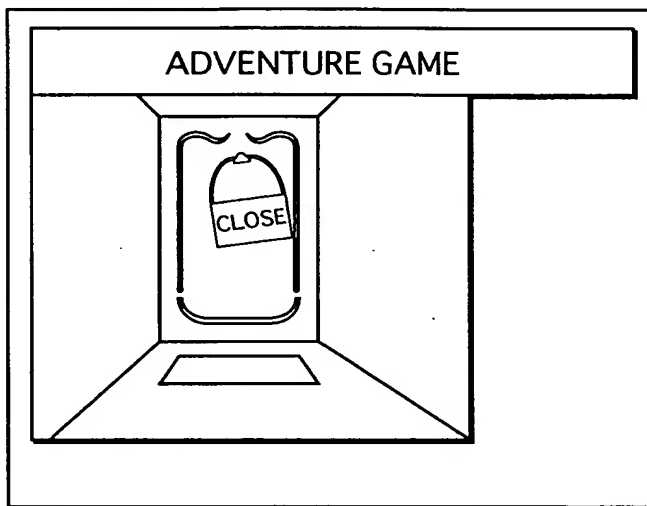
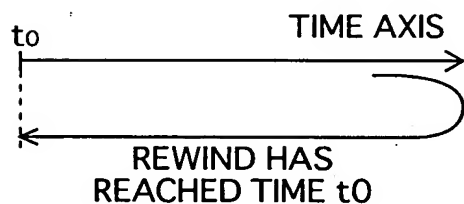


FIG.42C

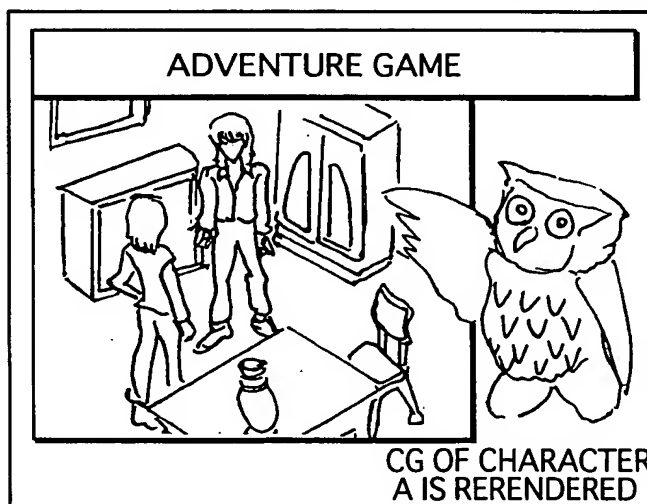
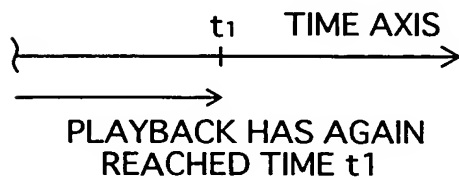


FIG.43

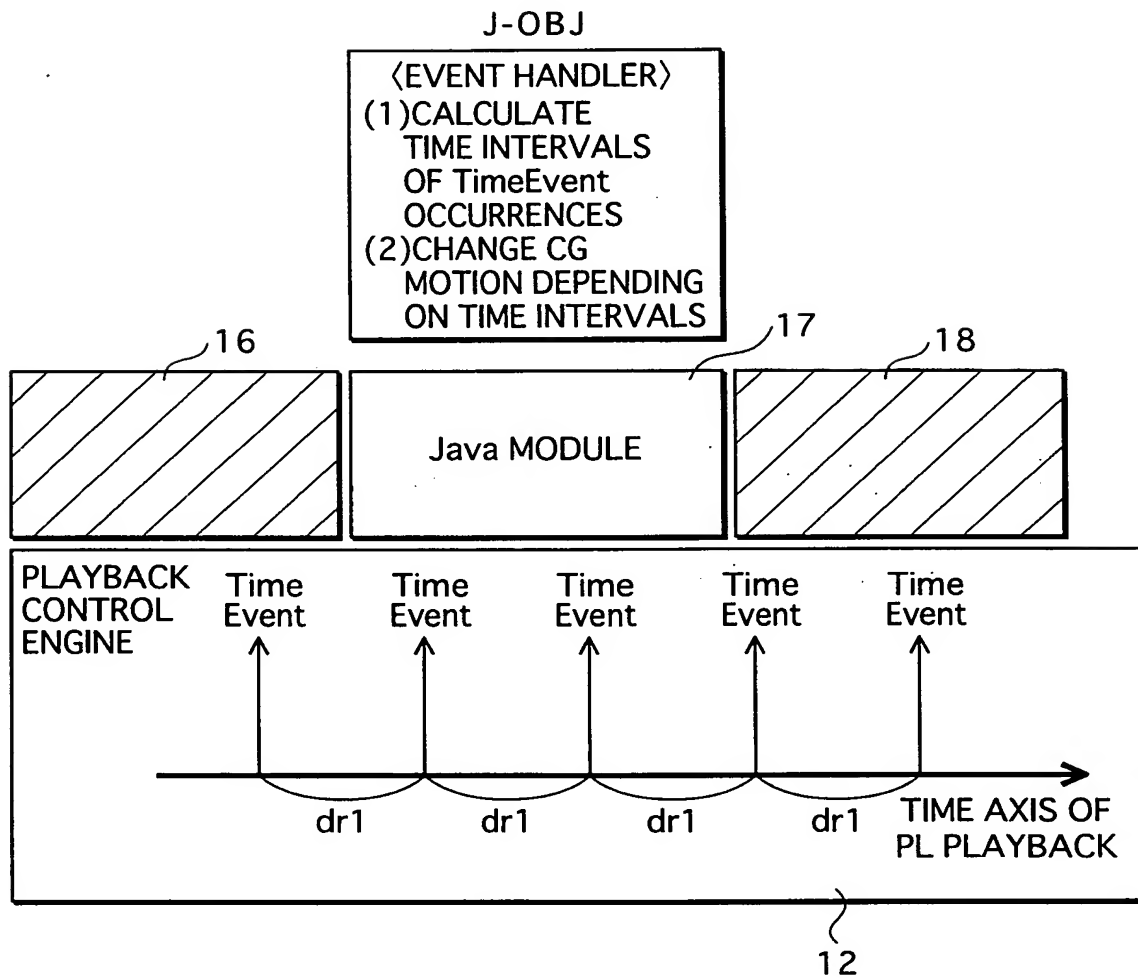


FIG.44A

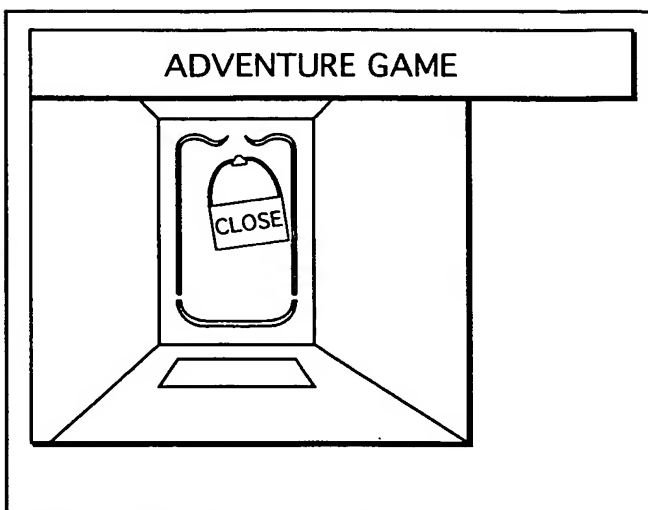
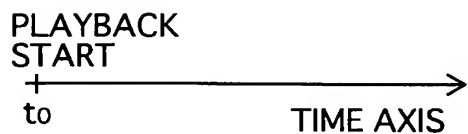


FIG.44B

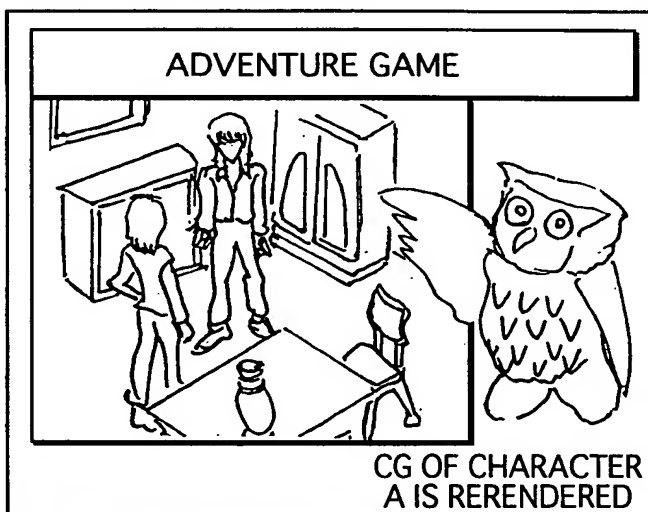
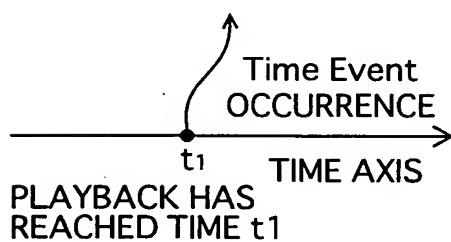


FIG.44C

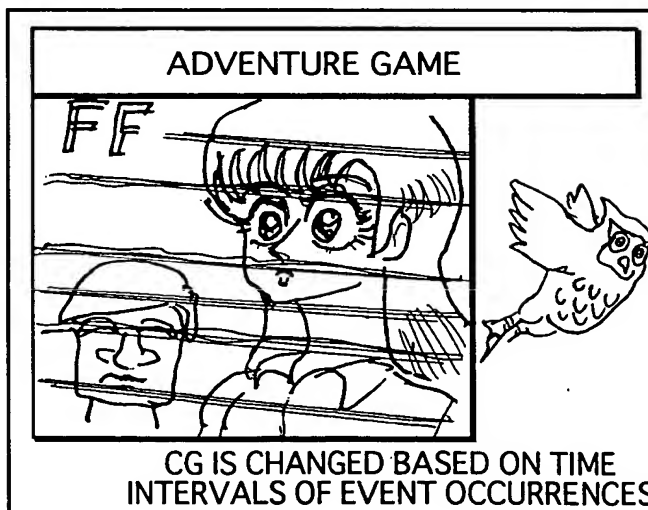
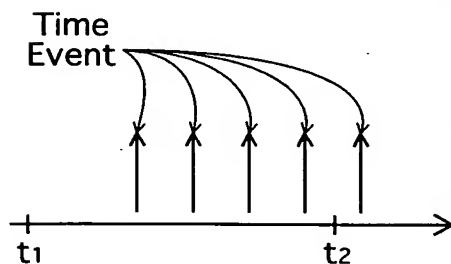


FIG.45

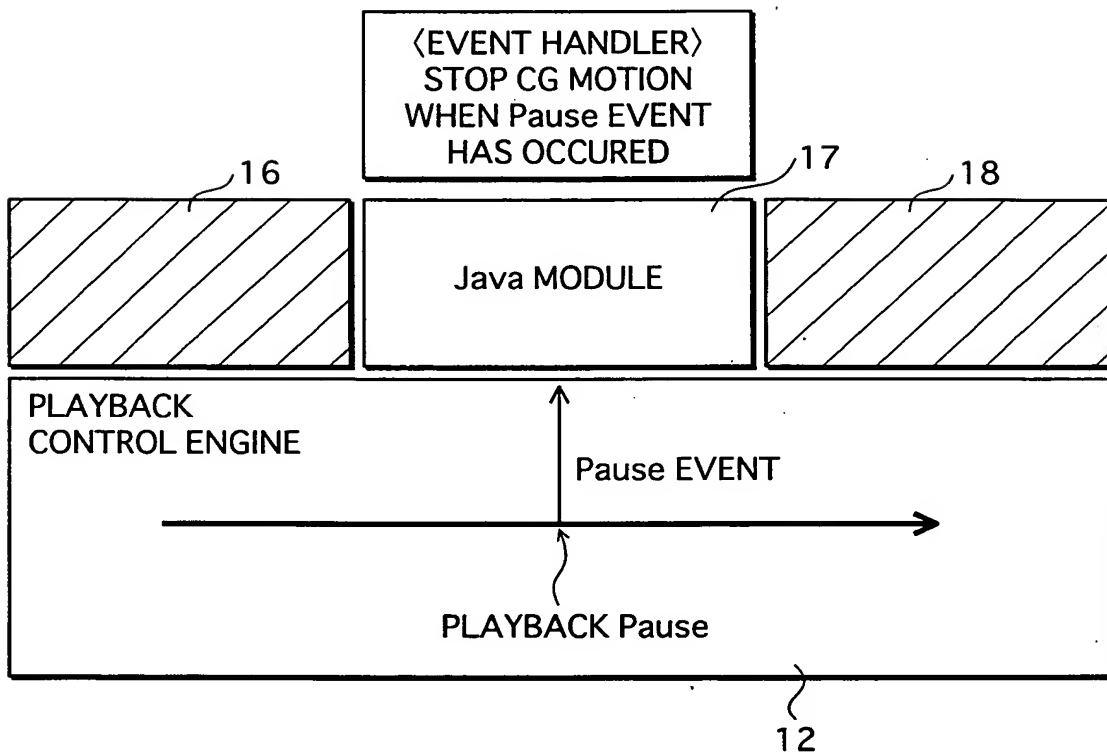
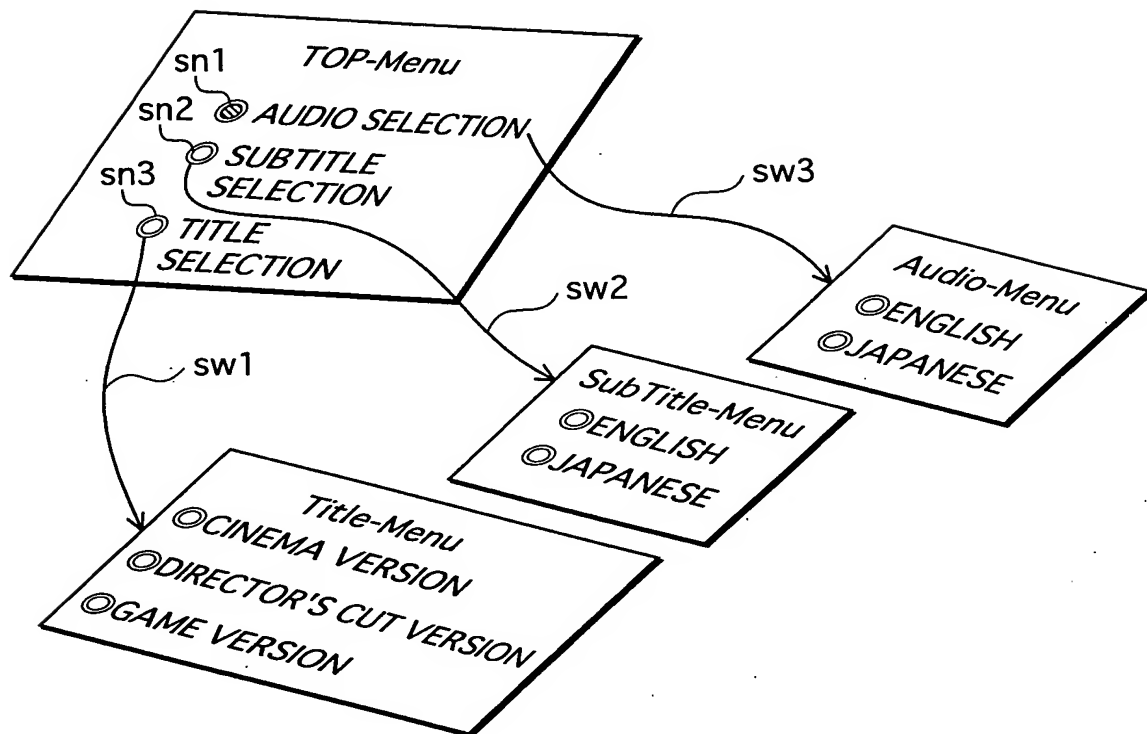
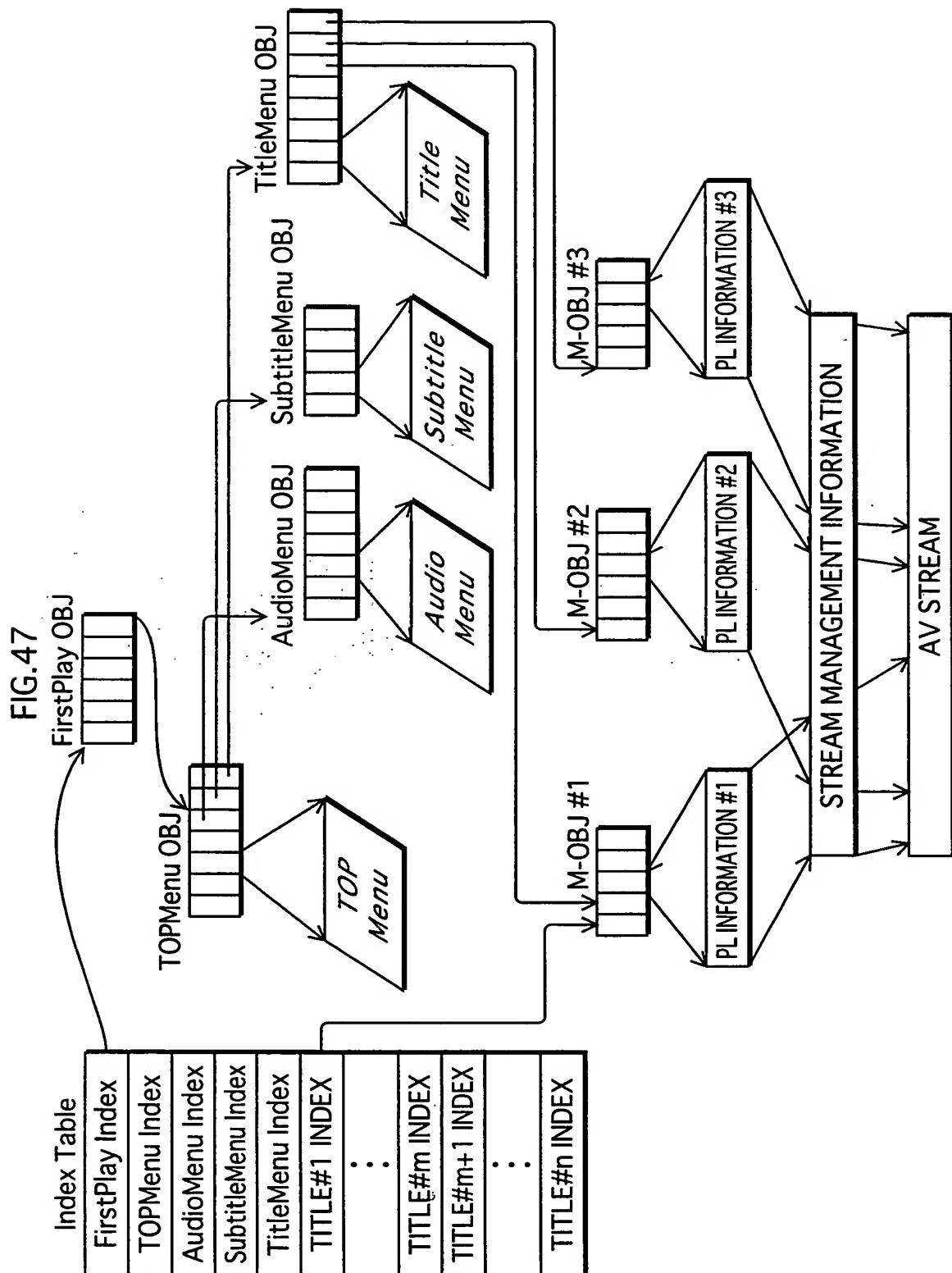


FIG.46







10/525788

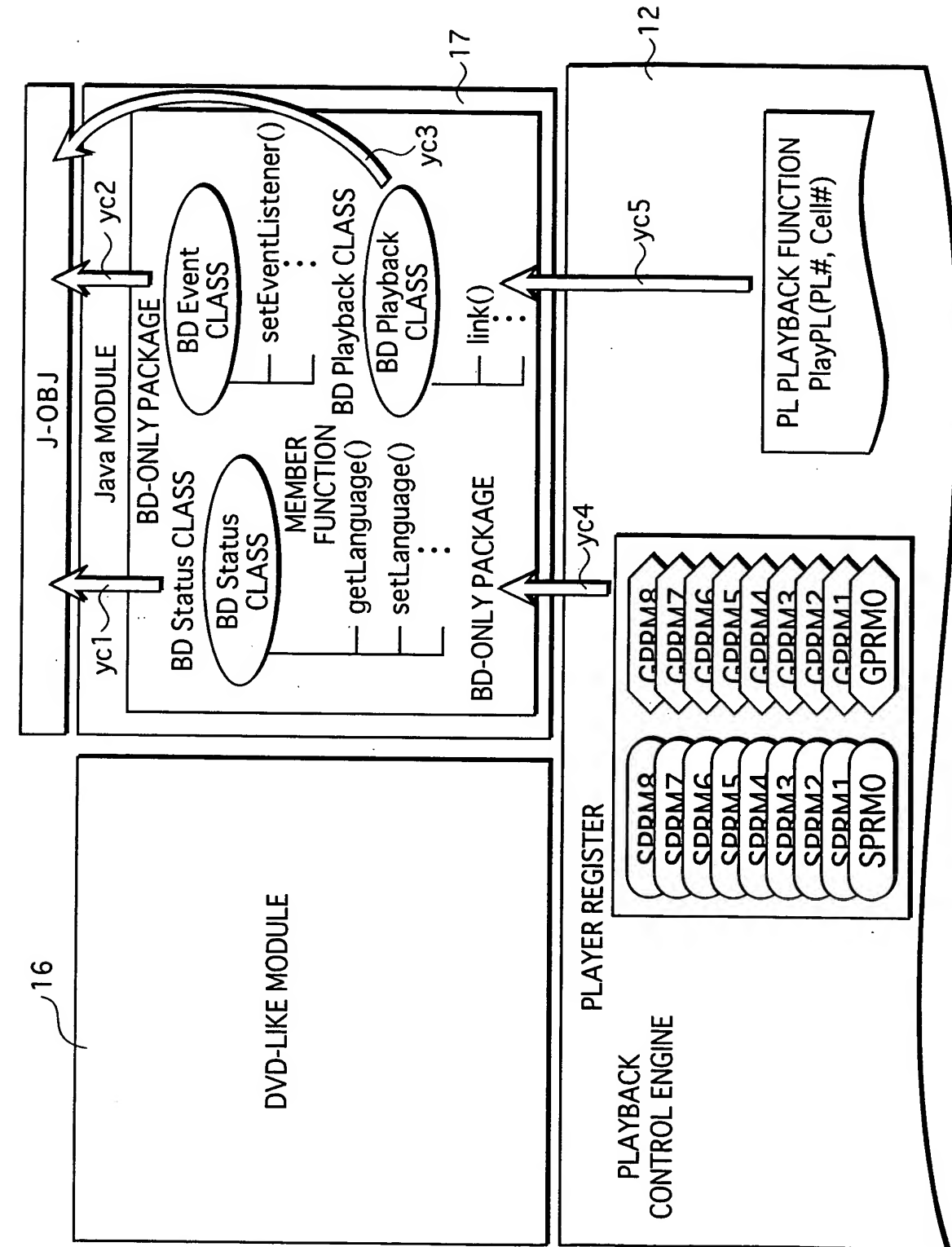


FIG.49

BD PLAYER FIG. 50

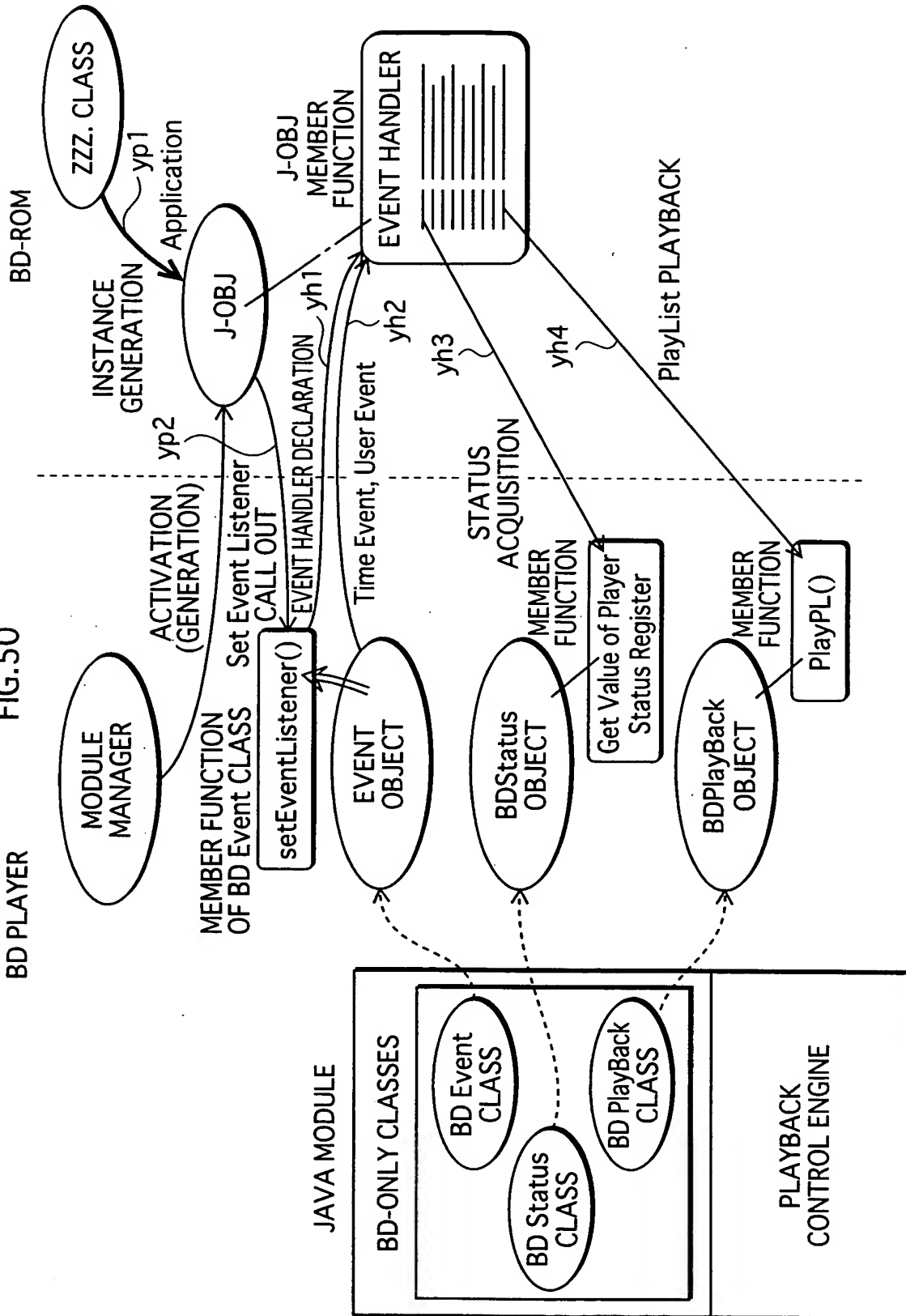
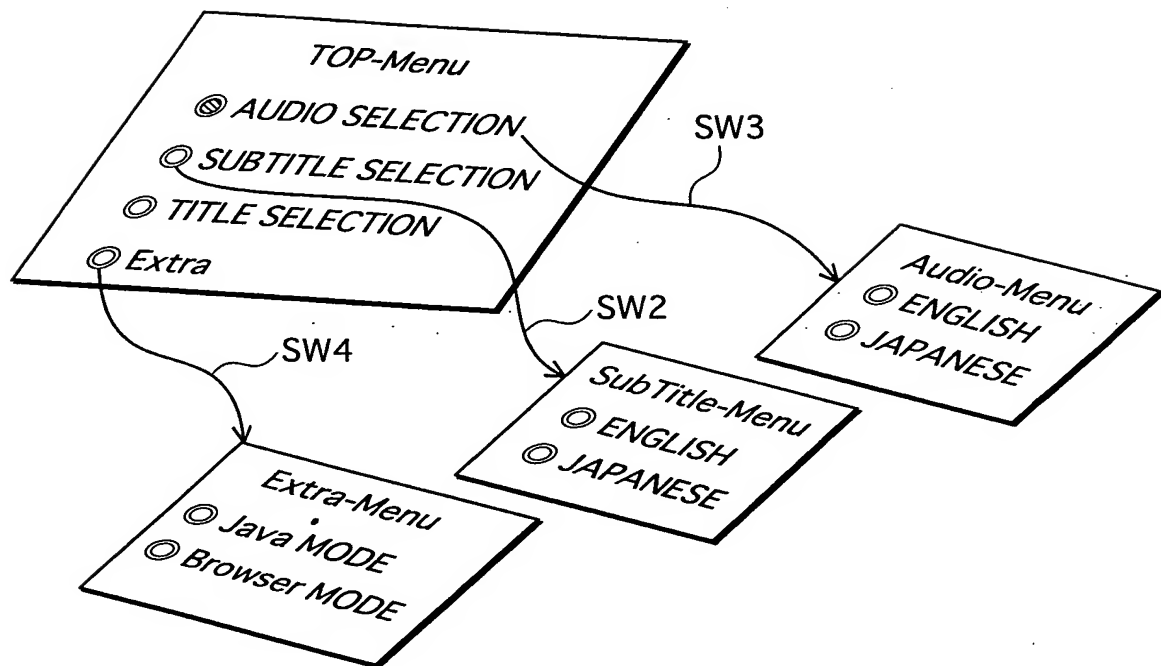


FIG.51



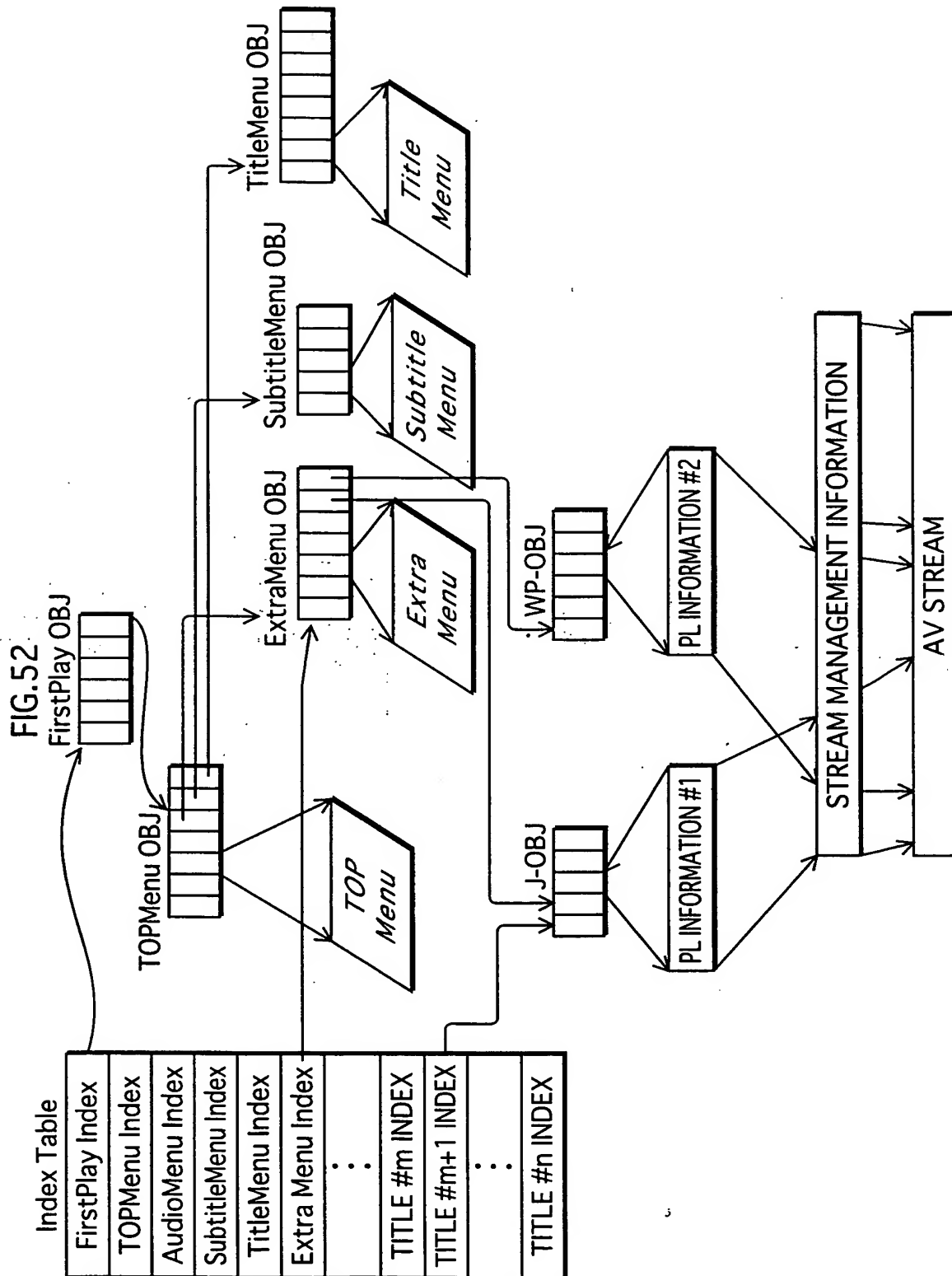


FIG.53

SCHEDULE TABLE USED BY J-OBJ

CHARACTER A	0 3 : 0 0 ~ 0 5 : 0 0 , PL# 1 , CELL# 1
CHARACTER B	0 5 : 0 1 ~ 0 8 : 0 0 , PL# 1 , CELL# 1
CHARACTER C	0 8 : 0 1 ~ 1 0 : 0 0 , PL# 1 , CELL# 2
CHARACTERS A & B	1 0 : 0 1 ~ 1 7 : 0 0 , PL# 1 , CELL# 2

FIG.54

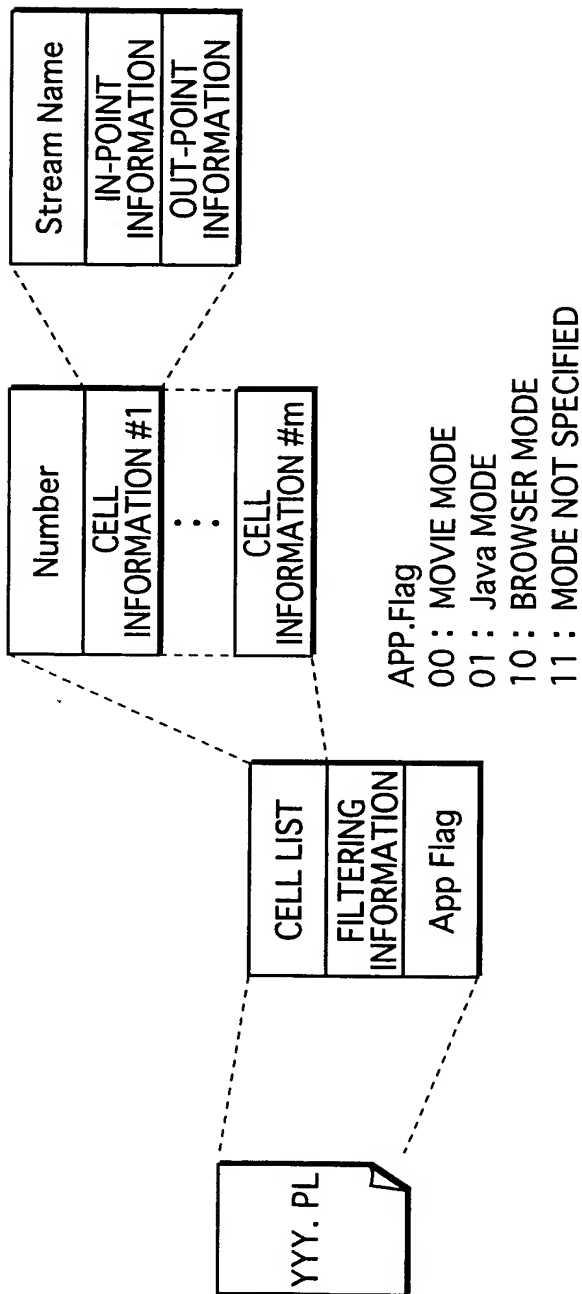


FIG.55

M-OBJ POST-COMMAND

PRE-COMMAND



FIG.56

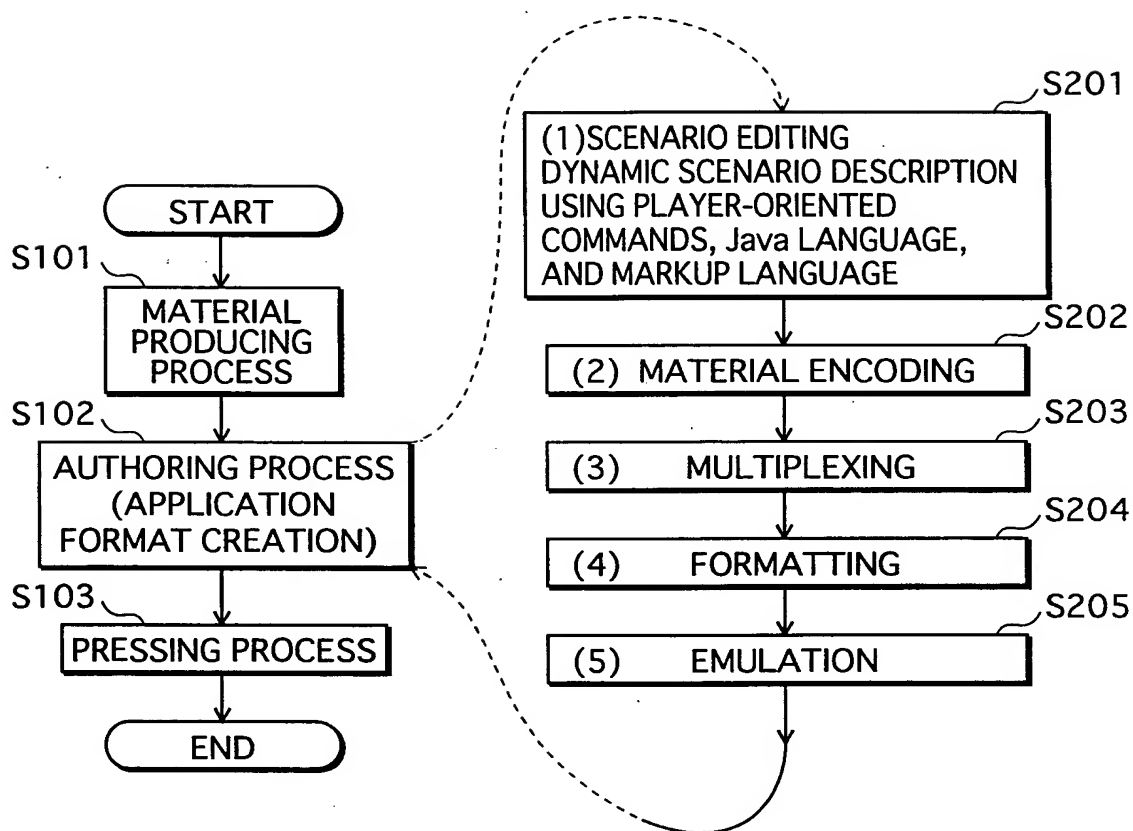


FIG. 57

